

KSNV LAS VEGAS

CORE PROGRAMMING FORECAST FOR 4th QUARTER 2010

**NETWORK PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 4 AND 8**

BABAR 0930-1000 Saturdays

10/9, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25

0830-0900 on Saturday, 10/16

Preempted 10/2

WILLA'S WILD LIFE 1000-1030 Saturdays

10/9, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25

1200-1230 on Sunday, 10/17

Preempted 10/2

PEARLIE 1030-1100 Saturdays

10/9, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25

1230-1300 on Sunday, 10/17

Preempted 10/2

TURBO DOGS 1500-1530 Saturdays

10/2, 10/16, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25

1100-1130 on Saturday, 10/9

SHELLDON 1530-1600 Saturdays

10/2, 10/16, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25

1130-1200 on Saturday, 10/9

3-2-1 PENGUINS! / THE MAGIC SCHOOL BUS 1600-1630 Saturdays

10/2, 10/9, 10/16, 10/23, 10/30, 11/6, 11/13, 11/27, 12/4, 12/11, 12/18, 12/25

1100-1130 on Saturday, 11/20

KSNV LAS VEGAS

CORE PROGRAMMING FORECAST FOR 4th QUARTER 2010

**SYNDICATED PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 13 AND 16**

PETS.TV	1630-1700	Saturdays
10/2, 10/9, 10/16, 10/23, 10/30, 11/6, 11/13, 11/27, 12/4, 12/11, 12/18, 12/25		
1130-1200 on Saturday, 11/20		

KVBC LAS VEGAS

NON-CORE PROGRAMMING FORECAST FOR 4th QUARTER 2010

ANIMAL RESCUE	0430-0500	Saturdays
10/9, 10/16, 10/23, 10/30, 11/6, 11/13, 11/20, 11/27, 12/4, 12/11, 12/18, 12/25		
0300-0330 on Sunday, 10/3		

**KSNV 3.2 LAS VEGAS
UNTAMED SPORTS DIGITAL MULTICAST**

CORE PROGRAMMING FORECAST FOR 4TH QUARTER 2010

**NETWORK PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 2 AND 6**

GINA D'S KIDS CLUB 1200-1230 Mondays
10/4, 10/11, 10/18, 10/25, 11/1, 11/8, 11/15, 11/22, 11/29, 12/6, 12/13, 12/20, 12/27

**NETWORK PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 6 AND 12**

THE TRAVELING TRIO 1230-1300 Mondays
10/4, 10/11, 10/18, 10/25, 11/1, 11/8, 11/15, 11/22, 11/29, 12/6, 12/13, 12/20, 12/27

**NETWORK PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 13 AND 16**

BETA RECORDS TV 1230-1300 Wednesdays
10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29

KIDS SPORTS NEWS NETWORK 1300-1330 Wednesdays
10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29

PLANET X 1330-1400 Wednesdays
10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29

THREE WIDE LIFE 1400-1430 Wednesdays
10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29

**KSNV 3.3 LAS VEGAS
UNIVERSAL SPORTS DIGITAL MULTICAST**

CORE PROGRAMMING FORECAST FOR 4th QUARTER 2010

**NETWORK PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 13 AND 16**

PLANET X	0730-0800	Mondays
<u>10/11, 10/18, 10/25, 11/1, 11/8, 11/15, 11/22, 11/29, 12/6, 12/13, 12/20, 12/27</u>		
0730-0800 on Thursday, 10/7		

PLANET X	0800-0830	Mondays
<u>10/11, 10/18, 10/25, 11/1, 11/8, 11/15, 11/22, 11/29, 12/6, 12/13, 12/20, 12/27</u>		
0800-0830 on Thursday, 10/7		

PLANET X	0730-0800	Tuesdays
<u>10/12, 10/19, 10/26, 11/2, 11/9, 11/16, 11/23, 11/30, 12/7, 12/14, 12/21, 12/28</u>		
0730-0800 on Friday, 10/8		

PLANET X	0800-0830	Tuesdays
<u>10/12, 10/19, 10/26, 11/2, 11/9, 11/16, 11/23, 11/30, 12/7, 12/14, 12/21, 12/28</u>		
0800-0830 on Friday, 10/8		

PLANET X	0730-0800	Wednesdays
<u>10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29</u>		

PLANET X	0800-0830	Wednesdays
<u>10/6, 10/13, 10/20, 10/27, 11/3, 11/10, 11/17, 11/24, 12/1, 12/8, 12/15, 12/22, 12/29</u>		

October 1, 2010

Dear Affiliate Partner:

To assist you in complying with the reporting requirements for children's television and the requirement that stations air "core" children's programming, we are providing you with episode-specific descriptions (for QUBO Kids on NBC) as set forth in the attached Community Relations Quarterly Children's Programming Report for 3th quarter 2010. The report includes information to help prepare FCC Form 398. Please note that we have not included the specific dates and times for each of the programs as that may be station-specific.

This report is divided into the following categories:

1. Educational Objectives: QUBO for both 3rd quarter 2010 and 4th quarter 2010.
2. Core programming: Regularly scheduled programming furnished by the NBC Network that is specifically designed to serve the educational and informational needs of children 16 and under. Please note that the age target for QUBO programming on NBC is 4-8 years old. Each of these programs is identified on-air as educational and informational with the "E/I" icon, and is similarly identified to the national listing services. To assist stations with the preemption report section of the new FCC Form 398, we have added specific episode numbers.
3. Other programming: Programming furnished by the NBC Network that contributes to the educational and informational needs of children 16 and under, but is not specifically designed to meet the educational and informational needs of children.
4. Public service announcements targeted to children 16 and under.
5. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
6. Network on-air promotional efforts, which include a schedule of QUBO programming on NBC on-air promos.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 3rd quarter of 2010 complied with the commercial limits of the Children's Television Act, and 47 C.F.R. §§ 73.670(a)-(d), provided that you broadcast and distributed such programming as furnished to you by NBC, and did not add any promotional or advertising content there to other than as directed by NBC via weekly postings on APT.

If you have any questions about these reporting requirements, please feel free to call us.

Loretta Alden
NBC Universal
Director, Affiliate Relations
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"QUBO ON NBC" EDUCATIONAL OBJECTIVES

For 3rd Quarter 2010

EDUCATIONAL OBJECTIVES

3rd Quarter 2010 Educational Objectives

In compliance with the Children's Television regulations that became effective January 2, 1997, the **QUBO Programming Block on NBC** features an on-air icon (E/I) indicating that each program is "educational and informational" for children. This icon is displayed throughout each program. Also, in compliance with the regulations, the following document, which includes "educational and informational" objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO on NBC** programming block, is specifically designed to serve the *educational and informational* needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

From July 3, 2010 – September 25, 2010, **QUBO on NBC** aired six shows returning from the 2nd quarter. These are: **Turbo Dogs**, **Shelldon**, **3-2-1-Penguins!**, **Babar**, **Willa's Wild Life**, and **Jane and the Dragon**. All six shows were developed specifically for a target audience composed of children 4-8 years of age. Five of the shows are book-based series. Six of the shows focus on important social-emotional messages for the target audience. All educational and informational messages are delivered through an animated narrative format.

"**Turbo Dogs**" is an animated show based on the books, Racer Dogs, by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing such as directionality and concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.

"**Shelldon**" is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.

Based on the books by Laurent de Brunhoff, "**Babar**" is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

"3-2-1 Penguins!" features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his/her relations with the other, and ends after the children have learned an important social-emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.

"Willa's Wild Life" is a new animated series centered on a six-year-old girl and her menagerie of animals. Willa lives at home with her father and pets – an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

Set in medieval times, **"Jane and the Dragon"** is an animated show based on Martin Baynton's best-selling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

4th Quarter 2010 Educational Objectives

There are two new shows for the 4th quarter of 2010.

The Magic School Bus is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line.

Pearlie is an animated comedy series based on the children's book series *Pearlie the Park Fairy* by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, *Pearlie* focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes

advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, we see Pearlle approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.

3RD QUARTER 2010 SHOW SUMMARIES

TURBO DOGS is a show about six canine friends—Dash, GT, Clutch, Stinkbert, Strut, and Mags—who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the Turbo Dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the Turbo Dogs encountering a problem that must be resolved while preparing to compete. Usually, the Turbo Dog learns his/her lesson through experience and accountability for negative behavior. Social-emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode.

SHELLDON is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water-dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family-owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowrie shell classmate of Shelldon's also live at the inn. Shelldon and his buddies, Herman (a hermit crab) and Connie (a cowrie shell), always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social-emotional lesson and also share information relating to their ocean habitat and environmental protection.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

WILLA'S WILD LIFE is a new animated series featuring a six-year-old girl, Willa, who is permitted to share her home with an ever-growing menagerie of animals-- an elephant, a giraffe, a pair of performing seals, a bear, three penguins, and lots of rabbits. These creatures speak to Willa, offering her advice and friendship from each of their respective points of view. In each episode, Willa faces a challenge at home, in school or in her neighborhood. Her animals and best friend Dooley help her develop solutions to overcome each challenge. With the support of Dooley, the animals and praise from her dad, Willa finds ways to maintain healthy friendships, experience success, develop competence, and become altruistic.

BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a

dilemma that is faced by Babar, one of his friends or family members. **BABAR** first appeared on the schedule in 2007 and returned with new episodes for the 2009-2010 schedule.

JANE AND THE DRAGON, based on the book of the same name by Martin Boynton, is a coming-of-age story about a middle-class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

4TH QUARTER 2010 SHOW SUMMARIES

There are two new shows for the 4th quarter of 2010.

The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education—by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class has been on 52 field trips, traveling in a magic bus that can transform its shape and power source, so it can travel through any environment, from the bottom of the ocean to outermost space. Ms. Frizzle can handle it all, from driving the bus, navigating unfamiliar terrain, to guiding the children's learning through inquiry. She is undeterred and rarely discouraged and expects no less from her students. Ms. Frizzle is amazingly understanding and permissive in her approach and the children are ambitiously curious about the world as a result. It's not just the bus that's magic.

Pearlie recounts the weekly escapades of an optimistic, amiable fairy who has been appointed by Fairy HQ to maintain order in Jubilee Park. She lives among a dozen assorted characters, including her fairy best friends Opal, and Jasper, a garden elf, a wood nymph, possum, bats, other fairies, rats, a small colony of fleas, a lizard and her arch rival, Saphira who is also her fairy cousin. While Pearlie is very likable, she is a bit of a busy-body who likes to arrange things according to over-ambitious plans that ultimately get her in trouble. She gets along with everyone so ultimately every problem is solved and Pearlie learns a lesson. However, her greatest challenges are usually presented by her one enemy, the bully and diva Saphira. Fortunately, Pearlie rises to Saphira's challenges, not with meanness, but by outwitting her. Overall, learning is a constant process for Pearlie because she has big responsibilities,

"CORE PROGRAMMING"

**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY DESIGNED TO
SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**

[AGE TARGET 4-8]

JULY 3, 2010 - SEPTEMBER 25, 2010

Airdate: 07/03/2010

Time:

Duration: 30:00

TURBO DOGS

JOKE'S ON YOU [TDO113]

Strut plays sneaky tricks on everyone for "Joke's On You Day." But his last joke goes too far and lands him in serious trouble. He tricks Cam into believing a Turbo Dog is giving up racing and sends him to Doggone Pizza. When he enters Cam's blimp to put glue in his chair, he accidentally hits a switch and the blimp begins to fly. When he realizes what's happened, Strut calls on his friends for help. The dogs refuse to believe him after the tricks he's played on them. He realizes nobody believes him because they think he's joking. Still, he tries calling for help. Just when he thinks he won't get help, the dogs look up to the sky and see the blimp. They realize he was being honest and band together to rescue him. After he's saved, Strut apologizes to everyone for taking his jokes too far.

[Educational Message: Jokes are funny when everyone laughs. But when you go too far and play tricks on people, it can create serious problems and backfire on you.]

THE SURPRISE SURPRISE [TDO113]

Dash and Mags decide to surprise GT with the toolbox he wants to thank him for helping work on their cars. They try to work on it without GT finding out and make excuses for not hanging out with him. GT finds their behavior suspicious and thinks they don't want him around. Marlene notices GT's upset and advises him to talk it out instead of bottling up his feelings. GT returns to the clubhouse to show Mags and Dash his new boots, but they usher him out to stop him from seeing the toolbox. The other dogs convince GT to tell Mags and Dash what's bothering him. When he finally admits to them that they're making him feel left out by their sneaky behavior, they realize they've hurt GT, and show him the surprise. GT offers to finish the toolbox for them and apologizes for not talking to them sooner.

[Educational Message: When something bothers you about a friend, the best thing to do is tell them how you feel. Keeping your feelings inside will make you feel bad, and your friend will not know how to stop making you feel bad.]

Airdate: 07/03/2010

Time:

Duration: 30:00

SHELLDON

PASS IT ALONG [SHL003]

The students are asked to come up with a project to make Shell Land a better place. Connie decides on a pass-it-along project; perform a favor and the recipient has to pass it on to two other people. Connie gets an A on her assignment and the favors quickly begin to spread. Cecil Cracken sees a way to exploit this idea and take over Shell Land. First, he woos Connie by telling her this idea will make her famous. Then he charges people a fee to perform a favor. But there is also a penalty fee if you are not able to perform favors for others. As a result, the town is in chaos with people fighting over who gets to do a favor for someone else. Shelldon and Herman tell Connie, and when she starts a commercial to make Cracken the new Mayor, she tells Shell Land that they need to pass their favors on to one stingy, rich guy, Cecil Cracken. They all go and fix up his mansion. Now he owes tons of favors to others or will have to pay millions of sand-dollars in penalties.

[Educational Message: Help others because it makes you feel good, not just because you want something in return.]

Airdate: 07/03/2010

Time:

Duration: 30:00

2-2-1 PENGUINS!

PROMISES, PROMISES, PROMISES [PEN304]

Breaking her promise to Jason, Michelle takes the newspaper before him. Grandmum reminds Michelle to fulfill her promises if she wants to maintain people's trust, but Michelle doesn't listen. She learns her lesson through a mission with the Penguins in which they must save Planet Cross-Your-Heart from drowning in grape soda. Michelle and the Penguins head to Planet Cross-Your-Heart and find Fuzzy, the sock-monkey, plugging the dome's wall so it doesn't crack under soda pressure. Michelle switches places with Fuzzy and promises not to leave until Fuzzy returns. Fuzzy promises she'll return soon. Both break their promises and the wall cracks further. When they notice the soda on the streets, they realize what they've done and apologize for breaking their promises. The planet is saved with Sol's help. Michelle realizes it's better not to make promises unless she can fulfill them and to fix them immediately if they're broken.

[Educational Message: Promises shouldn't be taken lightly. If you make a promise, be sure to keep it. If you can't keep or you break a promise, then you must do everything you can to fix it.]

Airdate: 07/03/2010

Time:

Duration: 30:00

BABAR

HELPING HANDS [BAR205]

The children overhear Cornelius and Pompadour discussing the home's expenses and mistakenly believe their parents are in financial trouble. To help them, the children hold a yard sale and sell some of the household things. Meanwhile, Babar and the others notice things missing in the house. When the gifts Babar and Rataxes exchange before the signing of an important treaty disappear, Rataxes decides not to sign the treaty and prepares to leave. The children find a dejected Babar on the swings and show him their profits, sharing with Babar the exchange between Cornelius and Pompadour. Babar realizes their mistake and clarifies that they will not be sent to the poorhouse. He returns Rataxes' lamp to him and the children explain their misunderstanding to Rataxes. Rataxes accepts the lamp and decides to stay to discuss the treaty. Babar advises the children to ask before they try to help next time.

[Educational Message: If you want to help someone, be sure to ask them what they need help with before you do anything. Not having all the information or misunderstanding the situation can create more problems.]

Airdate: 07/03/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

PAS DE DOOLEY [WIL015]

Dooley's coach tells him he will be sitting on the bench during soccer games if he does not improve his footwork. Willa encourages him to take dance with her to help. Dooley agrees. At first, he is skeptical and has a hard time getting the dance moves. Dooley practices hard and takes lots of advice from the animals. Dooley finds out practice makes perfect. He is a success in the dance recital and on the soccer field.

[Educational Message: Keep practicing and you will improve.]

PERFECT PARTNERS [WIL015]

Edie is sick and needs someone to fill in for her during the Friday night show. Samuel offers and the show is a success. This makes Edie jealous; Steve and Edie fight and she will not perform with him. Samuel has to fill in for Edie for the next performance. Samuel likes the attention and lets the stardom go to his head. From now on he is Sammy and does not need to rehearse. The seals miss each other, but are being very stubborn and will not apologize. Not surprisingly, Samuel's show is not very good. Steve and Edie come together to finish the performance and make up.

[Educational Message: If you do something wrong or have a fight with a friend, simply apologize and things will be better.]

Airdate: 07/03/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

RUNE [JAD114]

Jane and Gunther are given the chore of polishing the castle's shields in preparation for the Royal Jubilee, celebrating the castle's 300th anniversary. The squire that polishes the most shields will win the honor of carrying the banner in the Jubilee Parade. Jane has wanted to carry the banner for so long that she immediately gets to work. However, Dragon wants Jane to spend some time with him so they can decipher the runes in his cave. Jane promises Dragon that she will help him once she is done; but Gunther's father sabotages Jane's efforts when nobody is looking. Jane has to use time she promised Dragon to polish her shields all over again. Upset, Dragon leaves Jane and resigns to his cave. Seeing his father's devious actions, Gunther undoes the damage and Jane ends up winning. She sacrifices her win to Gunther to keep her promise to Dragon.

[Educational Message: Integrity and keeping your promises go a long way to preserve a friendship.]

Airdate: 07/10/2010

Time:

Duration: 30:00

TURBO DOGS

LUCKY CHARM [TDO101]

GT, who's having a good run with winning races, attributes his success to a good luck charm, which he keeps with him while racing. Stinkbert eavesdrops on GT's conversation with Mags and Dash, then steals the statue with Strut. When GT discovers his statue missing, he doubts his abilities to race. Though he finishes the next race, he doesn't win, which only makes him sadder. His friends try to bolster his self-confidence, reminding GT of his skill, but it doesn't help. GT's belief in himself is finally restored when he makes a record time even after a near-miss accident on the track during a practice run. During the qualifying race, Dash tries returning GT's statue to him after retrieving it from the dump where Stinkbert has tossed it. Realizing that he doesn't need a lucky charm, GT refuses to take it and ends up winning the race.

[Educational Message: A good luck charm may be something that brings you comfort, but it doesn't change your abilities. Work hard, trust in your skill and you will achieve success in your efforts.]

SPEAK UP [TDO101]

As a reward for winning first, second or third place in most races, Dash is given the chance to be the main announcer for the "Just-for-Fun" race. But Dash has a fear of public speaking. His friends try to help with their advice. GT teaches him breathing techniques for relaxation, Mags helps him dress like a champion, Strut tells him to create a signature move for his entrance, and Stinkbert suggests having a good bark. At the next race, Dash shows up to the commentary booth dressed in Mags' champion outfit and does everything his friends suggested. Instead of making an impression, however, he ends up appearing foolish and making the spectators laugh at his silly antics. Realizing how silly he looks, Dash decides to just be himself and finishes his commentary successfully.

[Educational Message: Though it's helpful to get advice from your friends on how to overcome your fears to perform in public, sometimes it's better to have the confidence to just be yourself.]

Airdate: 07/10/2010

Time:

Duration: 30:00

SHELLDON

THE GURU OF THE OCEAN [SHL004]

Mayor Yoka is known for solving problems with magic. In a series of flash backs, we learn that Mayor Yoka gave Hook a magic dragon tooth guitar pick to overcome stage fright and make him play well. He gave Mr. Inky Squid a magic amulet to give him courage to face the Kelp Forest and rescue a student. He gave a young sheriff a magic badge to make him think like a criminal but remain honest. As Mayor Yoka is being honored for all these acts, an alien spear, hurtling through the sky, causes much damage to the city. Everyone turns to Mayor Yoka, but he has been knocked unconscious. Shelldon, Connie and Herman sneak off to a collapsing town hall to find some of the Mayor's magic to save the town. But what they find is the Mayor's shop with the everyday objects he hands out as magic. The kids are shocked. They reveal to everyone that the Mayor's trinkets are not magic. The Mayor admits that the magic comes from within and has nothing to do with the objects he gives. Shelldon tells his friends that they now know that the magic comes from within the person. With this knowledge, the citizens come together and rebuild the town.

[Educational Message: You do not need magic to do great things. Believe in yourself and you will accomplish what needs to be done.]

Airdate: 07/10/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

DO UNTO BROTHERS [PEN305]

Michelle and Jason argue because neither will help the other find what they're missing. Grandmum advises them to work together to find Michelle's doll and Jason's baseball glove, but neither listens. They understand the strength in working cooperatively when they have to rescue Zidgel, Fidgel and Midgel from Cavitus. Seeking Sol's help, they begin their search. Sol points out they won't accomplish much if they continue fighting. They discover that Cavitus is holding the others in a wormhole. Michelle suggests going through it. When Jason doesn't agree, she steers the spaceship herself. They're sucked into the wormhole and Cavitus captures them. They realize that they must work together to help each other after their attempts to rescue the others keep failing. Michelle and Jason apologize to each other, team up and help everyone escape. Upon returning home, Jason finds Michelle's doll and Michelle returns the favor.

[Educational Message: It's easy for others to take advantage of a situation when friends argue and fight instead of working together. The only way to solve a problem facing two people is for them to work together as a team.]

Airdate: 07/10/2010

Time:

Duration: 30:00

BABAR

EVERY BASKET HAS A SILVER LINING [BAR206]

Despite practicing, Pom struggles at tryouts the next day while Alexander breezes through it. Both make the team—but Pom's a towel-boy. Embarrassed, Pom doesn't tell his parents the truth about his position and they decide to come to their first game. Alexander helps Pom practice and finds that he's good at stealing the ball but needs practice making the basket. So, Alexander asks the coach to let Pom play at the next game. The coach disagrees. Seeing Pom as a towel-boy at the game, Babar and Celeste realize why he didn't want them to come. However, when their team needs help stealing the ball, the coach allows Pom to play. Pom steps in and ends up saving the game with Alexander. After the game, Pom realizes his parents support him no matter what and promises to always be honest with them.

[Educational Message: Don't be embarrassed if you do not succeed in something you do, especially with your parents. Your parents will probably support your effort, as long as you have tried your best and are honest with them.]

Airdate: 07/10/2010

Time:

Duration: 30:00

VILLA'S WILD LIFE

HIDDEN TREASURE [WIL008]

Willa watches her dad bring in a beautifully wrapped present. She is dying with anticipation and, despite Jenny's protest, goes in search of the gift. Willa ventures into forbidden territory, Dad's office, and finds the present. She cannot contain herself and opens it. It's a broominator, an automatic vacuum cleaner that soon is completely out of control, destroying the house. Dad is furious that Willa almost ruined his special surprise for Grandma Birdie. Willa admits that she should not have gone snooping and agrees to check with Dad before opening things that don't belong to her. She eagerly starts cleaning up the mess she created.

[Educational Message: Do not snoop around; check with an adult before you open something that does not belong to you.]

UP, UP AND AWAY [WIL008]

There is a kite-building contest that Willa and Dooley want to win by building a kite all by themselves. They are very proud of their finished product until they see Lara, Cara and Sarah's enormous kite. Willa convinces Dooley that they should start all over and make a bigger kite. However, the bigger the kite, the more difficult it is to fly. In the end, they stick with their first kite, reasoning that it is not the biggest or the fanciest, but it is the one they like the best. Their kite flies the highest and wins the contest.

[Educational Message: It is not always about having the biggest or the fanciest, but having something that you like and are proud of.]

Airdate: 07/10/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

FOUL WEATHER FRIENDS [JAD115]

While out on patrol, Dragon does a spontaneous loop-de-loop that causes Jane to lose her grip and free-fall through the air. Dragon manages to save her in the nick of time, but he is shaken by the experience. He vows that no harm will come to her and becomes like an overprotective parent. Tired of his suffocating affection, Jane sneaks off on patrol alone on horseback, with her cryptically-carved hero sword. When a sudden storm spooks her horse, Jane finds herself stranded in the wilderness. As the storm intensifies, Dragon looks for her and discovers Jane as she unlocks the mystery of the runic sword, sending out a dragon-summoning beacon. Dragon learns while safety is important, overreacting and becoming overprotective can have the reverse effect on people. Jane had learned to take care of herself and called on him when she needed his help.

[Educational Message: It is important to protect those we love, but we must not anticipate the worst and become overprotective. Sometimes we must trust that our friends will know when to ask for help if they are in danger.]

Airdate: 07/17/2010

Time:

Duration: 30:00

TURBO DOGS

STINK POSITIVE [TDO102]

Thinking he ruined Clutch's surprise party because his friends don't like to be in his presence, Stinkbert decides to change his image. At the next race, Stinkbert's friends are shocked to see both Stinkbert and his car clean. Believing it's the only way his friends will accept him, Stinkbert stops doing the things he loves to avoid getting dirty. He pulls out of the race to wipe his car, doesn't eat his special "extra smelly" pizza, or play in the trash. Noticing that he's not himself, Stinkbert's friends think of a way to make him feel better. When Stinkbert smells a garbage truck driving by, he realizes the new image is not him and decides to revert back to his old, dirty self. He follows the truck to the dump where his friends await him with a surprise, reassuring him they prefer him as himself as long he's happy.

[Educational Message: Your friends may not always like everything about you, but don't change who you are just to please them. If they are your real friends, they will accept you as you are.]

MIXED MESSAGE [TDO102]

Strut needs a place to stay after a tree accidentally falls on his house. So, Dash hesitantly accepts Strut's request to stay at Dash's house. Back home, Dash establishes rules for Strut but Strut pays no attention. Behaving inconsiderately, he barges into Dash's private room, uses his grandfather's helmet to cook, and dirties the kitchen. Mags and GT advise Dash to let Strut know how he feels but Dash wants to be a good host. Upon returning home, Dash finds the house is even messier. Strut notices the mess he's made after Clutch suggests that Dash may not like his home untidy, so he cleans up with his friends' help. Realizing he forgot to give Dash Marlene's phone message, he rushes to her shop with Dash but it's too late. Strut realizes he's been a bad house guest and apologizes to Dash. Dash acknowledges he should have said something sooner.

[Educational Message: When you stay in someone's home, you need to be considerate and respect your host's rules. If you're the host, then you should be honest about your expectations and communicate them clearly.]

Airdate: 07/17/2010

Time:

Duration: 30:00

SHELLDON

I, SHELLBOT [SHL005]

After a huge storm in Shell Land, everyone meets on the shore to clean up the beach. Despite their efforts, at the end of the day there is still a lot to do. Dr. Shell builds the Shelbot1000 to help clean up more efficiently. The robot performs upon command. It begins sorting, crushing and stacking the garbage on the beach. However, Hook, Mack and Sam send the robot out to sea to get them some food, causing it to get wet and break down. Everyone works together to get oil and fix the robot. However, once the robot is cured, it tries to clean up everything, including Dr. Shell who got dirty during the repair. The kids have to distract the robot before it compacts Dr. Shell into a tidy little cube (as it does litter). They build a ladybot to distract the Shelbot and when the robots fall in love they leave the group with all the remaining litter on the beach. The kids realize they are now completely responsible for the beach clean-up and, by thinking of clever ways of working together, they will get it done.

[Educational message: By working together, you can come up with creative and effective ways to get things accomplished.]

Airdate: 07/17/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

BETWEEN AN ASTEROID AND A HARD PLACE [PEN306]

Michelle threatens to get back at Jason after he tricks her. Grandmum advises Michelle that instead of seeking revenge, it's better to continue being nice to people, even if they've been unkind. When they join the Penguins on the Rockhopper, Michelle plans her revenge on Jason and hides in the space probe awaiting him. Michelle's plan fails when the Penguins unknowingly send the space probe after Cavitus who's stuck in the asteroid belt. Stuck in the asteroid together, Michelle and Cavitus are forced to communicate as their friends work together to save them. Initially, Michelle resists being nice to Cavitus. Then, he tells her he's vengeful because of how he's treated, so Michelle follows Grandmum's advice and offers him food and water. Though Cavitus retracts his promise of being her friend after they're saved, Michelle realizes that revenge doesn't solve anything. Upon returning home, Michelle apologizes to Jason for trying to get him back.

[Educational Message: It's better to continue being kind to people, even those who've been hurtful to you because revenge doesn't solve any problem. It only makes the problem worse.]

Airdate: 07/17/2010

Time:

Duration: 30:00

BABAR

LAND OF GAMES [BAR207]

Babar and his family find themselves in the Land of Games on their next hot-air balloon adventure when they find scattered pieces of games everywhere. The game pieces tell them they're not allowed to play games on their land. Babar tries talking to King No-Fun but it only angers him more and he bans everyone from his land. His subjects refuse to listen and play anyway. King No-Fun confronts them and Alexander, Pom and Flora try to stop him. Instead, he captures them. When Babar tries to rescue them, King No-Fun challenges Babar to a game to win his children back. Babar ends up winning the game and instead of being upset that he lost, the King discovers how much fun he had playing. He admits that he forbade games because he hated losing and realizes that the fun is in playing the game, not winning or losing. **[Educational Message: Games are meant to be played. Though it feels good to win, the real fun is in playing the game, not winning or losing.]**

Airdate: 07/17/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

WHO'S AFRAID OF THE BIG BAD VET? [WIL002]

Willa is scared of going to the doctor. While hiding, she discovers that Tiny the elephant is sick; but Tiny does not want to go to the vet because he is scared, too. To help Tiny overcome his fear, she puts her own fear aside to show the elephant that doctors are not scary. Willa sets an example for Tiny and learns that the doctor is not frightening after all. Tiny then goes to the vet and gets treated for her illness. **[Educational Message: Doctors help us feel better and stay healthy; there is nothing to fear.]**

LONG GONE TO HONG KONG [WIL002]

Willa and the animals overhear a conversation of her dad's and the animals jump to the conclusion that they are being sent away. After all, the animals make a mess everywhere and have destroyed lots of Dad's things. The animals try to make up for it by helping out, but their efforts are disastrous. Jenny finally recommends that Willa talk to her dad to find out what is going on. Dad assures Willa that he is not sending the animals away; rather, he has boxes of work being sent to Hong Kong. **[Educational Message: Don't jump to conclusions. If you're concerned about something, it's best to ask.]**

Airdate: 07/17/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGONPHOBIA [JAD116]

When Jane eats some berries and passes out, she reawakens with amnesia. She cannot remember anyone, but she especially cannot remember Dragon. Scared and disgusted by her former fire-breathing friend, Jane runs from Dragon every time she sees him. All her friends try to help Jane remember who she is and who Dragon is to her – her best friend and her partner in knightly duties. But, Jane simply cannot remember. Dragon formulates a plan to help Jane remember him because if she doesn't, he will have to find another dragon master. He doesn't want to lose Jane, his best friend. Fortunately for him, his plan works and Jane retrieves her lost memory and welcomes Dragon back into her life.

[Educational Message: The bond between friends is sometimes made stronger when they help one another during a time of great need.]

Airdate: 07/24/2010

Time:

Duration: 30:00

TURBO DOGS

STRUT'S TRICK [TDO103]

Dash tests his new horn, which is so loud, everyone goes flying. Strut winds up slightly hurt. Dash apologizes and they help Strut back to the clubhouse. Strut's friends take care of him by waiting on him, bringing him treats, and working on his car. Strut enjoys the attention so much, he doesn't tell them when his foot is better, continuing to trick them so he can enjoy the benefits of being sick. But Mags catches him dancing around when he's alone. Upset, she tells the others and they devise a plan to make him confess. They take away Strut's treats and force him to rest, tell him of a new race being added to the schedule with a double loop-de-loop, then pretend they won't race without Strut. Feeling guilty for lying to them, Strut finally confesses and agrees to wait on his friends after the next race.

[Educational Message: Never take advantage of your friends' kindness and trick them into believing something that isn't true. You will hurt them with your lies and lose their trust.]

A STAR TURN [TDO103]

Clutch is on a winning streak because he has been practicing rigorously. When he wins another race, he's invited for a television interview. However, as soon as he gets a taste of stardom, he lets it get to his head and develops a celebrity persona. Instead of practicing for the relay race with Stinkbert, he focuses on preparing for his interview. On the day of the interview, the host asks Clutch to perform a test run for the audience. Though Stinkbert does well, Clutch performs poorly on television because he hasn't practiced at all. He finally realizes his lack of practice has affected his driving skills. He admits on television that he didn't do well because he let his success get the better of him and stopped working hard. He returns to practice with Stinkbert and they win the next race.

[Educational Message: Don't let success get to your head. If you want to continue to do well, you need to keep working hard and practicing. It's also important to be humble even if you're successful.]

Airdate: 07/24/2010

Time:

Duration: 30:00

HELLDON

GRAND NEW DAY [SHL006]

The students are preparing for the O'Limpet Games, named after Billy O'Limpet whose team of small creatures worked together to defeat much larger competition. Shelldon, Connie and Herman are selected to compete and have to go see Mayor Yoka to get their uniforms. Mayor Yoka warns the kids that a ship is headed toward the shore threatening to destroy Shell Land. The two-legged captain has fallen asleep and the ship is bound to hit Shell Land and destroy all the barnacles holding on below. The children are discouraged at first because the problem is too large for such small creatures. But, they come up with a plan to work together and save Shell Land. Using all their voices together, an amplifier and a conch shell, they are able to wake the two-legged captain and the ship turns.

[Educational Message: Even though you are small, if you work together you can solve big problems.]

Airdate: 07/24/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

IN THE BIG PLACE [PEN307]

When Jason refuses to help Michelle fly her remote-controlled plane, Grandmum reminds him to be helpful to everyone if he's in the position to do so. Instead, Jason retreats to the attic where he and Michelle join the Penguins for another mission. They must help the Penguins retrieve a cookie for the cows that need it to fuel their spaceship after crash-landing on an asteroid. Though Jason is hesitant about helping them, they return to Grandmum's house to get a cookie when Cavitus interrupts them. Frustrated, Jason wants to return home without helping the cows. But when he sees that nobody's being helped, and they need help retrieving the cookie, he realizes Grandmum's right. He helps Michelle fly her plane so they can outsmart Cavitus, then retrieves the cookie and helps deliver it to the cows. In turn, they help by charging the Galeezel fully and the kids return home.

[Educational Message: If someone asks you for help and you have the power to help them, you should. It's not nice to refuse to help someone in need. You never know when you may need someone else's help.]

Airdate: 07/24/2010

Time:

Duration: 30:00

BABAR

CRUEL TO BE KIND [BAR208]

Zefir is bored with his job. Cornelius and Pompadour are also tired of their work. Babar suggests they take time off and trade places with Zefir. Zefir is not successful running the kingdom in Cornelius and Pompadour's absence. He makes a mess of Babar's paperwork, discards all of Babar's suits, ruins his speech, and more. Similarly, the customers at the malt shop are dissatisfied with Cornelius and Pompadour's management. There are long waits, the food runs out, and all the customers are upset. Just as Babar prepares to tell Zefir that things are not working out, Zefir admits to Babar that he misses the children and the malt shop. When they arrive, the customers are picketing. Zefir happily takes his place at the malt shop and Cornelius and Pompadour sprint back to their jobs at the palace.

[Educational Message: Sometimes you learn to appreciate what you have when you have to do another person's job.]

Airdate: 07/24/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA SETS THE STAGE [WIL004]

Willa has a small part in the school play while Evelyn has a key role. Evelyn is anxious about making a huge mistake, but it's Willa who messes up during rehearsal. This makes Willa nervous. The seals encourage Willa to practice and everything will be fine. She works with her animal friends until she is confident. The show turns out to be a big success even though some mistakes were made. Willa and Evelyn are proud of their performances.

[Educational Message: Everyone makes mistakes, but you can be proud of your work if you have practiced.]

WILLA IN THE WILDERNESS [WIL004]

Sara, Kara and Lara are going camping. Willa and Dooley are desperate to go, but when Willa asks Dad, he says that Willa is not ready to go out in the mountains by herself. She is determined to prove to him that she is ready. She and Dooley plan to camp in the backyard cut off from civilization to prove they can handle it. The animals secretly help them, but even with that, the kids are miserable. They forgot a tent, bug spray, proper food and more. When a storm hits and their make-shift tent flies away, Dooley calls it quits. Willa admits defeat and camps inside with her animal friends.

[Educational Message: Before doing something new, you may have to gain some experience and maturity.]

Airdate: 07/24/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

FATHERS [JAD119]

Like any father, the Chamberlain tends to worry about Jane every time she goes out on patrol. He prefers that his daughter help him take inventory of the castle supplies, but Jane finds her father's job too boring and meaningless. When Dragon takes Jane with him to explore the underground chamber he has just discovered in his cave, they get trapped in it. Waiting for Jane to return, her father begins to worry as it gets dark and there is still no sign of Jane or Dragon. He finally sets off to find and rescue his daughter, using his knowledge and skills as the castle's

Chamberlain. When Jane realizes it is her father who has come to rescue her, she understands how much she underestimated him and his work. She learns that no matter what it may seem like, it is only natural for him to worry about her.

Educational Message: Parents worry about their children because they love them enough to protect them from harm and will do almost anything to keep their children safe.]

Airdate: 07/31/2010

Time:

Duration: 30:00

TURBO DOGS

THE COOK-OFF [TDO104]

The dogs line up to enter a cook-off, but they're surprised to see Stinkbert in line since he only eats trash. Stinkbert visits his friends to see what they're cooking so he can get an idea. When he asks for help, Dash advises him to think of something himself. Instead, Stinkbert buys a cookbook to get a recipe. Stinkbert tries a recipe, but adds sardines and moldy bread, which chases GT away. His next causes Mags to faint. Stinkbert goes to the Doggone Pizza to think and asks Five for advice. Five suggests using what he knows and loves—garbage—to create his own recipe. Stinkbert finally decides to create a "leftovers' pizza." He uses his friends' leftover ingredients, and drives around the racetrack with the pizza cooking on his car hood to save time. When the judges try Stinkbert's pizza, they love it and Stinkbert wins the cook-off.

[Educational Message: Even though you may be different from others, you can still achieve success and stay true to yourself if you just make adjustments to your strategy.]

STRUT DELIVERS [TDO104]

The dogs plan to have a big party to celebrate the unveiling of a statue of the first Turbo Dog, I.B. Quick. Everyone takes on a responsibility, except Strut. So, Ump tells him to deliver the invitations. Instead, Strut distracts himself with other activities. Even when he runs out of excuses, Strut still finds a way to avoid doing his job. Returning back to the clubhouse at the end of the day, he discovers that everyone has done their part except him. When they hear that Strut hasn't delivered the invitations, his friends express their disapproval and doubts about him. Strut finally realizes how much his laziness has let his friends down and promises to deliver the invitations on time. Racing through the day and night, he eventually delivers all the invitations and apologizes to his friends for almost ruining the party.

[Educational Message: When you delay doing your share of the work and neglect your responsibilities, you let your team down and can ruin things for everybody. It's your job to make it right, no matter how much work it takes.]

Airdate: 07/31/2010

Time:

Duration: 30:00

SHELLDON

TRAPPED IN THE SHALLOWS [SHL007]

Mama and Papa remind Sheldon to stay with his class during their field trip to the Mangrove Swamp. Despite this reminder, Sheldon, Connie and Herman wander off looking for a strange creature. When the tide shifts, they wind up on an unfamiliar shore and Herman gets stuck between a root and a rock. To make matters worse, a crab plover begins to circle above with its sight on lunch, Herman. Sheldon decides he should go get help, leaving Connie and Herman together to fend off the bird. Connie eventually manages to trick the bird and tie it up in seaweed. Meanwhile, Sheldon finds Crabby and the Skipper, a fierce fish that can walk on land and is willing to help Herman. Sheldon and the Skipper return to shore and find the plover head-to-head with Connie. The Skipper goes after the plover and releases Herman from the roots. The kids head to the sea and home, where they know a punishment awaits. Just the same, they can't wait to get back to safety.

[Educational Message: It is dangerous to wander off without an adult. If you get lost, stay together and figure out a plan that includes using your abilities to find the appropriate help to keep you safe.]

Airdate: 07/31/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

I SCREAM, YOU SCREAM [PEN201]

Jason and Michelle realize they can't return home after they find the Galeezel ruined. Frustrated, they blame each other and begin fighting. Although Zidgel reminds them of Sol's advice to seek knowledge before accusing someone and hold their temper before they lose all control, Jason and Michelle continue bickering. Meanwhile, the Penguins head toward Comet Lounge in search of Fidgel's friend who can fix the Galeezel. Arriving there, they find Cavitus has ambushed the ice cream ship. Before they can rescue it, they notice their belongings ruined and start blaming each other without clarifying the facts. When they discover Cavitus' tiny robot is behind the mess, they realize they've lost control of their ship as a result. They finally stop arguing, rescue the ship, fix the Galeezel, and return the kids back home. Back at home, the children apologize for accusing each other and getting angry before clarifying the truth.

[Educational Message: Before you accuse someone, you should make sure you know all the facts and get control of your anger. The more you know, the less likely that the situation will spin out of control.]

Airdate: 07/31/2010

Time:

Duration: 30:00

BABAR

KINGS OF THE CASTLE [BAR209]

The children have learned that there is more than one way to solve a problem. When they try to find other examples of problem solving, they suggest that Babar and Rataxes change places. Babar agrees because he wants to find out why customs officials in Rhino Land won't approve of Zefir's new frosty cone machine. And Rataxes agrees because he wants to find out why Babar is so popular. When Rataxes is in Elephant Land he is rude, scares everybody and no one likes him. When Babar is in Rhino Land, he tries to be nice but the rhinos are used to fighting and being grumpy. He also finds out that Rataxes was using Zefir's ice cream machine to give the rhinos a treat. So Babar orders the machine be sent to Elephant Land and the rhinos get really upset. Both kings and the children discover that there is more than one way to rule a kingdom and the kids understand what works in one kingdom does not work in another. The elephants and the rhinos are each happy to have their own king return to his respective home.

[Educational Message: There are different ways of doing things and what works in one place may not work in another.]

Airdate: 07/31/2010

Time:

Duration: 30:00

WILLA

WILLA, WILLA EVERYWHERE [WIL005]

Enthusiastic Willa signs up for three different clubs: ballet, band and hockey. She has a hard time managing all the practices and performances and has to neglect her animal friends who want to play with her. The animals try to help her juggle her many responsibilities, but she ends up terribly confused and worn out. She also is not able to do her best at any one thing.

[Educational Message: Sticking to one thing and doing it well is better than over-extending yourself and jeopardizing your ability to be successful.]

PARTY ANIMALS [WIL005]

When Sara, Kara and Lara decide to have a cool kid party, Willa desperately wants to be invited. So she offers free elephant rides for the party, which they can have at Willa's house. Soon, all the animals pitch in to make the party a success. But the girls are rude and not impressed. Finally, Willa stands up to the girls.

She tells them that being rude isn't cool at all and apologizes to her animals for the way she has been treating them. Willa puts on the coolest party ever without Sara, Kara and Lara.

[Educational Message: You should not have to change to make others like you; your friends are those who love you just the way you are.]

Airdate: 07/31/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

JESTER JUSTICE [JAD201]

Sir Ivan catches Jester imitating him in public and challenges him to a duel for dishonoring him. Jane pleads Jester's case to Sir Theodore and requests that Jester be excused for his jokes. Sir Theodore refuses in accordance with the Knight's Code of Conduct, which allows Sir Ivan to defend his honor. He also reminds Jane that she cannot amuse herself at someone else's expense. While Jane vows to prepare Jester for the duel, Jester tries to get out of it—until he learns that the Knight's Code allows him to choose his own weapon. Jester decides to keep this knowledge to himself and rebuffs Jane's efforts to help him. On the day of the duel, Jester surprises everyone by choosing "wit" as his weapon. Though he outwits Sir Ivan through clever poetry and riddles, Jester apologizes to Sir Ivan for dishonoring him and lets Sir Ivan win.

[Educational Message: You should never amuse yourself at someone else's expense. If you do, you should apologize to the one you've hurt with your jokes.]

Airdate: 08/07/2010

Time:

Duration: 30:00

TURBO DOGS

CROCHET SURPRISE [TDO105]

Dash has no time to fix his broken fan belt because he has to visit his Aunt Ratchet. Presuming he'll get bored and not do much because his aunt is old, he assures his friends he'll return home soon. Instead, Dash finds Aunt Ratchet surprisingly active for her age. She makes him tea, moves his car on the driveway, and mows the lawn in record time. He offers to help his aunt who reassures him she's fine but accepts his offer. As he accompanies her through her chores, he learns that his aunt completes her chores with the help of creative devices that make doing things easier. She finally shows him her collection of inventions and the trophies she's won for them. She even crocheted a fan belt for his car. Impressed and apologetic for misjudging Aunt Ratchet due to her age, Dash lets his aunt race on the tracks instead of him.

[Educational Message: Don't judge others by their age or appearance. Give them a chance to show you who they are and what they can do before you form an impression.]

STAR ATTRACTION [TDO105]

Dash's favorite movie star, Rock Rally, visits Turboville to shoot his next movie. After watching Dash on the racetrack, Rock secretly asks Dash to play Rock's double in the movie. Dash steps in for Rock and drives for him. Thinking Rock is the one driving, the other dogs clamber after him. Instead of telling them that Dash is the one driving, Rock enjoys the accolades and takes the credit for it. When Rock gets on the racetrack, however, his amateur driving skills are exposed and the dogs discover that their celebrity racer is not as good as he looks on screen. Despite the way Rock has treated Dash, Dash decides to help Rock by stepping in to race for him. Realizing he should have been fair to Dash and given him credit for his hard work, Rock finally acknowledges publicly that Dash was racing for Rock all along.

[Educational Message: When a friend steps in to help you, you should acknowledge it and give credit where it's due. Unfairly taking credit for something you haven't done can hurt your reputation and your friendship.]

Airdate: 08/07/2010

Time:

Duration: 30:00

SHELLDON

CRABBY'S MEGA BOOKS [SHL008]

Sheldon, Connie and Herman go to Crabby's to get a book that Sheldon has been looking for, *The Wish Machine* by Lester Riversnail, Dr. Shell's former pen name. They are interrupted by the construction caused by Cracken who is building a mega bookstore right next door. Sheldon and the kids assure Crabby that they are loyal and would never shop anywhere else. They come up with a plan to help Crabby clean up his store and have a book signing for Dr. Shell's book to draw in customers. Despite their promises and hard work, when Cracken's bookstore opens, the kids can't resist going in and Sheldon even buys a book. Crestfallen, Crabby returns to his store and wishes that he had never opened it. He gets knocked out when books fall on him and when he revives, Sheldon is pulling books off him. The kids feel badly about going to Cracken's and have brought Dr. Shell and many customers to Crabby's for the book signing. Everyone agrees they prefer shopping at Crabby's familiar bookstore.

[Educational Message: Helping a friend in a tough situation will make you feel good and will make a difference in your friend's life.]

Airdate: 08/07/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

THE GREEN-EYED MONSTERS [PEN202]

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others, she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]

Airdate: 08/07/2010

Time:

Duration: 30:00

BABAR

THE ONE THAT GOT AWAY [BAR210]

The family is going fishing. The boys are not including Flora though she wants to fish. She ends up happily partnering with Babar, but proves to be a bit of a nuisance. Flora feels discouraged and down. She even breaks the line after Babar caught his dream fish, old Black Tail. Babar tells Flora to not be discouraged because he keeps on trying. Flora goes back out after lunch to fish with Babar and catches her first fish while Babar loses old Black Tail again in order to help her. Babar and Flora agree that this year's fishing trip was the best yet.

[Educational Message: When you try something new, you may find it hard at first, but you should try again until you have some success. Even if you don't do well, you can have a good time.]

Airdate: 08/07/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

BABY IT'S YOU [WIL012]

Ms. Vanderwinkle asks Dad and Willa to look after her nephew. Willa is excited to look after him on her own though Dad warns looking after a toddler is a big responsibility. Buzzy is a lot for Willa to handle, even with help from her animals. But, Willa does not want to let Dad know she is having a hard time; she wants to prove that she can babysit on her own. Despite Ginny's suggestion to ask Dad for help, Willa wants to prove she is responsible. Nothing works; Buzzy continues to cry. Eventually, Willa and the animals are exhausted and have to ask for Dad's help. It turns out that Buzzy needed a nap. Dad encourages Willa by telling her she is a responsible person because she asked for help when she needed it.

[Educational Message: When you are in a difficult situation, ask for help.]

WILLA'S BAD HARE DAY [WIL012]

Sara, Kara and Lara make Willa feel self-conscious about her hairdo for up-coming picture day. Dad offers to take Willa to the hair dresser, but they are booked. Dad suggests she wear a hat. Koko tries trimming Willa's hair. The gang decides on a bunny hat to cover Willa's hair. Sara, Kara and Lara are jealous of it and decide to get bunnies of their own. Dad tells Willa that it's not the end of the world to feel awkward about her looks – she'll always look great to him. With her newly-gained confidence, she decides against the bunny hat and takes a great picture.

[Educational Message: Be proud and comfortable with who you are; don't let others negatively influence how you feel about yourself.]

Airdate: 08/07/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

ALL FOOL'S DAY [JAD202]

After Dragon owns up to the pranks he's been playing, Jane suspects Jester is plotting something bigger for All Fool's Day. When Dragon asks Jane to help him play a good trick, Jane decides to plan something to outsmart Jester. Jane and Dragon pretend to figure out the symbols on the dragon stones. They tell everyone that a dragon migration is heading toward them. Jester is not convinced. Dragon covers himself in berry juice and makes up a chant and dance to welcome the migration. Jane joins in and the others follow. After awhile, Jester discovers he's the only one doing the chant and dance, and seems to realize it's a harmless All Fool's Day joke. When Jane returns to her room later with Jester's juggling stones, she notices they form the pattern of his hat. Jane realizes that Jester made a fool of everyone by pretending to be fooled.

[Educational Message: There's nothing wrong with joking with people as long as everyone is included in the joke and nobody gets hurt.]

Airdate: 08/14/2010

Time:

Duration: 30:00

TURBO DOGS

MARSHALL DASH [TDO106]

As the new race marshal, Dash takes his role very seriously and immediately begins creating and enforcing new rules. Though his first rule is agreeable to everyone, soon he goes overboard and makes up rules that prevent the dogs from doing anything fun in his clubhouse. When they try to object, Dash insists on his position as the marshal. Mags tries reasoning with Dash, but he doesn't listen, and continues to enforce unfair rules until nobody wants to be around him. When he complains that his friends haven't asked him to join them for pizza, Mags reminds him that he didn't ask them before he made up those rules, either. Realizing she's right and that being marshal means he must lead and listen to others, Dash apologizes and promises to make rules on which everyone agrees.

[Educational Message: Being a leader means you have to listen to the opinions and needs of those around you before making and enforcing rules that affect everyone. You cannot just form your own rules and boss everyone around.]

DOGS IN THE FOG [TDO106]

Officer Gruffer visits the dogs to make sure their maps are loaded on the GPS for the next race. As he visits each clubhouse, he startles the dogs with his loud laugh, causing minor accidents in the process. Embarrassed, he heads to Doggone Pizza to eat, but his laugh ends up distracting Five. When he overhears Mags and GT discussing his laugh, he decides to change it so it doesn't cause more trouble. He tries Mags' high-pitched laugh, then a deeper laugh, but the dogs just find his laugh stranger. Disheartened, Gruffer decides never to laugh again. He learns to appreciate his laugh when the dogs get lost in the fog during the race without their GPS systems. The dogs rely on Gruffer's loud laugh to reach safety and explain that although they need to get used to it, they do appreciate his laugh.

[Educational Message: You may have a feature or habit that is different from others, but you do not have to be too self-conscious about it. Your friends will get used to your difference and may even grow to appreciate or rely on it.]

Airdate: 08/14/2010

Time:

Duration: 30:00

SHELLDON

YOU'RE NOT WELCOME [SHL009]

Mama and Papa offer their vacation to Dr. Shell and decide to lounge around the Inn with the kids. Just after Dr. Shell leaves, two baby creatures are abandoned at the Inn. No one knows what they are but they grow very rapidly during the day from a diet of salad oil. When several friends come to the Inn, we find out there was an oil spill near the beach and everyone fled. But the Clams realize that Dr. Shell was heading toward the spill. After a song about teamwork, Connie, Herman, Shelldon and the rest of the guests help save Dr. Shell. They even take the mysterious babies with them and, when they finally reach Dr. Shell, he tells the group that the babies are oil-eating microbes. They rescue the troops and stay on the beach to clean up while everyone else heads home safely.

[Educational Message: When you work together as a team, you can accomplish feats that seem nearly impossible.]

Airdate: 08/14/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

LAZY DAZE [PEN203]

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidgel and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]

Airdate: 08/14/2010

Time:

Duration: 30:00

BABAR

BETWEEN FRIENDS [BAR116]

Zephir and Celeste have an accident when Zephir's car and Celeste's bike run into each other out on the streets. Instead of accepting their own mistakes, the two friends decide to take the matter to court where they battle it out in a trial. Babar gets caught in the middle and is forced to judge who caused the accident. Tired of taking sides, Babar decides to give them a taste of their own medicine. In their efforts to solve another conflict, Zephir and Celeste realize that each of them played a role in causing the accident. The matter is dismissed in court and the two friends apologize to each other and make up.

[Educational Message: When you see two friends at odds with each other, try to help them see how each may have contributed to the conflict so they learn to accept responsibility for their own actions.]

Airdate: 08/14/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA AWARDS [WIL020]

Willa earns an award at school and decides that her animals need awards, too. She plans an awards ceremony and dedicates individual awards for each animal. The penguins win for silliest animals. When the awards ceremony is over, Willa realizes that she forgot Gus and hurt his feelings. They have a hard time coming up with a reason to give Gus a trophy; he does not seem to be the best at anything. Finally, Willa realizes that Gus is the best eater. He is happy with his food trophy.

[Educational Message: Everyone is good at something.]

TO SKI OR NOT TO SKI [WIL020]

Willa and Dad are going on a ski trip. Dad tells her not to practice on the skis until she has had a lesson. But, Willa does not listen. She takes her skis out to the snow and practices skiing. She winds up with an injury that she keeps from her dad in fear that he will cancel the trip. The animals help her keep her bad ankle from Dad, but soon they all try to convince her to tell Dad what happened.

[Educational Message: Listen to your parents when they tell you not to do something and be honest if you have disobeyed.]

Airdate: 08/14/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

KNIGHT LIGHT [JAD203]

Jane discovers she's afraid of the dark and asks her friends to keep her secret from Gunther, so he doesn't use it against her. Jester advises Jane to face her fears, but nothing they try helps. Gunther ends up discovering Jane's secret and threatens to reveal it to the court. When Sir Ivan and Sir Theodore inform them of a test that requires them to find their way through a maze, Gunther asks them to do it at night so it's more challenging. Jane realizes that to pass the test, she must face her fears. Before their test, however, they learn that the Princess is lost in the maze and there are wolves lurking nearby. When Gunther leaves her in the maze without a torch, Jane is forced to confront the dark. Jane rescues the Princess and realizes that in doing so she has also managed to overcome her fear.

[Educational Message: You cannot let your fears overcome you and prevent you from doing what you need to do. If you confront what makes you fear something, you'll find that it isn't so scary.]

Airdate: 08/21/2010

Time:

Duration: 30:00

TURBO DOGS

FIVE MINUTES FLAT [TDO107]

Annoyed that his friends are impressed with Five's ability to deliver pizzas within five minutes, Strut decides to work at Doggone Pizza to beat Five's five-minute delivery record. Ignoring Five's suggestions, it takes Strut much more than five minutes to deliver pizzas, which were ruined because of his tardiness. Despite

his embarrassment and Stinkbert's advice that delivering pizzas is not the same as racing cars, Strut is convinced Five must be good at racing as well. When Five joins the Turbo Dogs on the track, however, he is really slow. He picks up speed only after receiving a call for delivery. Motivated by his responsibility, Five hurries through the race and manages to make his delivery on time. Strut realizes that being good at one thing does not always make you good at another. While Five is good at delivering pizzas on time, Strut is successful in racing cars.

[Educational Message: You shouldn't feel envious of someone else's strengths. Nobody is good at everything, but each person has his/her own strengths and weaknesses.]

WRENCHINI'S WRENCH [TDO107]

Wrenchini offers GT the chance to repair his car at Wrenchini's garage and use his wrenches even after he leaves. After fixing his own car, GT decides to help his friends with their repairs, too. When he's done, GT cleans the garage but cannot find one of the wrenches. Although he knows he can't accuse his friends, GT spies on them and accuses them of taking the wrench anyway. Mags suggests GT ask the others if they have the wrench, but GT doesn't listen. Strut takes advantage of the situation and misleads GT into believing Five may have the missing wrench. GT realizes that he was wrong to accuse his friends when Five catches GT spying through Five's pizza deliveries. Then, he runs into Mags and Dash who tell him that Wrenchini's had all his wrenches, all along. So, he apologizes to his friends for wrongly accusing them.

[Educational Message: Trust is essential to friendship and it shouldn't be discarded because you have lost something and need someone to blame. It's better to be honest and seek help finding what you've lost than falsely accusing your friends.]

Airdate: 08/21/2010

Time:

Duration: 30:00

SHELLDON

HELLDON MAKES WAVES [SHL010]

Dr. Shell hosts/narrates this episode, which is a flashback to Shelldon's discovery of his true identity. Shelldon was told that he was not Mama and Papa Clam's baby. They assure him that they love him and that he is part of the family, but Shelldon is troubled with not knowing who he really is. While walking with Connie they are both washed up on a distant shore after a tsunami hits. Mayor Yoka is also washed up on shore and during their conversation tells Shelldon that he is a Yoka Star Shell – a species that has special powers, leadership abilities, and skills to fight pollution. Feeling confident now that he understands the legacy of his "species," Shelldon heads back to town. He discovers that Cracken is trying to take over by buying all the run-down businesses and taking advantage of people. Shelldon, who now has a sense of empowerment and pride, confronts Cracken. He encourages everyone to work together to clean up rather than sell out to Cracken.

[Educational Message: We are all different from each other and each of us should use our unique strengths and abilities to help others and be a useful member of a group.]

Airdate: 08/21/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

MORE IS MORE [PEN204]

While Jason and Kevin overdose on comics and snacks, the others investigate the gravitational increase on Planet Gutt. Michelle visits the Chancellor with the others and finds him doing everything to excess, like everyone else there. Michelle and Zidgel also end up falling into the cycle of glut after seeing how many video games they can play. Back on the ship, Jason gets sick from eating too much. He reads the ingredients on the snack box, discovers it contains too much gravitational sugar, and recalls Sol's advice about the dangers of gluttony. He realizes that the planet's increased gravity is a result of its excess weight because everyone has been eating too much of everything. With the Penguins' help, Jason warns

everyone to stop overeating. Once they learn to say "enough" when they're full, gravity is restored and the planet is saved from being sucked into the vortex.

[Educational Message: Excess of any kind is unhealthy and might be dangerous, even if it's something that's good for you. You should do everything in moderation.]

Airdate: 08/21/2010

Time:

BABAR

NO PLACE LIKE HOME (BAR108)

When he goes to the circus, Babar befriends a young circus performer and lets his new friend stay in the palace with him. Life in the palace does not feel as good as it looks for the young circus boy. He doesn't fit in with the royal folks and he soon begins to regret his decision. Before he can return to the circus, however, Babar and the circus boy learn that Lord Rataxes has captured the circus performers. With each other's help, Babar and his friend find a way out for the boy and the rest of the performers so they can all return home to the circus. Babar ends up having to say goodbye to his new friend, but he learns that what makes him happy isn't what makes others happy, too.

[Educational Message: Sometimes the one thing that we think will make another person happy turns out not to be such a good idea after all.]

Airdate: 08/21/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

HIDDEN TREASURE [WIL008]

Willa watches her dad bring in a beautifully wrapped present. She is dying with anticipation and, despite Jenny's protest, goes in search of the gift. Willa ventures into forbidden territory, Dad's office, and finds the present. She cannot contain herself and opens it. It's a broominator, an automatic vacuum cleaner that soon is completely out of control, destroying the house. Dad is furious that Willa almost ruined his special surprise for Grandma Birdie. Willa admits that she should not have gone snooping and agrees to check with Dad before opening things that don't belong to her. She eagerly starts cleaning up the mess she created.

[Educational Message: Do not snoop around; check with an adult before you open something that does not belong to you.]

UP, UP AND AWAY [WIL008]

There is a kite-building contest that Willa and Dooley want to win by building a kite all by themselves. They are very proud of their finished product until they see Lara, Cara and Sarah's enormous kite. Willa convinces Dooley that they should start all over and make a bigger kite. However, the bigger the kite, the more difficult it is to fly. In the end, they stick with their first kite, reasoning that it is not the biggest or the fanciest, but it is the one they like the best. Their kite flies the highest and wins the contest.

[Educational Message: It is not always about having the biggest or the fanciest, but having something that you like and are proud of.]

Airdate: 08/21/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

STRAWBERRY FOOL [JAD204]

Seeing how pleased the Princess feels after eating the strawberries Jane brings her, the King gives Jane the responsibility of keeping up the Princess's morale while she's sick. After consulting her friends, Jane decides that a show might help the Princess. While her friends prepare for the event, Jane searches for more strawberries with Dragon to replace the ones Prince Cuthbert stole from Pepper. Soon however, everything starts to go awry. Jane can't get the strawberries, so Pepper makes turnips for the Princess

instead. Dragon burns Rake's vegetable puppets. Then, Jester disappears after losing his nerves when he struggles with his routine. Determined to do her best for Princess Lavinia, Jane searches for Jester while the others try entertaining the royal family. Jane finally finds Jester in the woods and returns with him just in time. She also brings back more strawberries, which the Princess enjoys along with the show.

[Educational Message: No matter how hard you try, sometimes things still don't go the way you planned. What matters is that you do your best and everything will work out the way it should, even if it's not perfect.]

Airdate: 08/28/2010

Time:

Duration: 30:00

TURBO DOGS

RELAY RACERS [TDO108]

Mags is partnered with Stinkbert for their next race. In practice, Stinkbert slows down to smell trash, drives through puddles, and chews the baton. Worried their team isn't doing well, Mags thinks if Stinkbert races more like her, they may win. She plugs his nose so he won't slow down to sniff trash, puts lemon juice on the baton to keep him from chewing it, and makes Stinkbert wash his car. Despite her efforts, they don't race well together, and Mags feels dejected. Thinking she's a bad partner because they don't race the same way, Mags wants to quit. She learns that partners work well when they race their own way after Stinkbert explains that his strategies have a purpose and they help him race better. Realizing he's right, Mags returns to the race with Stinkbert and their team ends up winning the race.

[Educational Message: When working in a team, your way is not always the best way for everybody. Getting advice from your teammates will help you be successful.]

BOWLED OVER [TDO108]

After bowling once with some success, bowling becomes GT's new hobby. He buys new shoes, a ball, and a portable alley, and recruits Mags to bowl with him. Despite her disinterest in the sport, Mags agrees to bowl with him once. Assuming she'll be on his bowling team, GT has team shirts made for them and stalks Mags to practice with him. Each time, Mags makes an excuse and avoids him, leading him to believe she doesn't like him. GT eventually realizes Mags has been making excuses when she says she needs to change her oil, even though he knows she doesn't need an oil change. Mags finally admits that she doesn't like bowling, which relieves GT. Mags realizes she should have been honest with GT all along, and GT understands that friends don't have to like the same things.

[Educational Message: If there's something you don't like to do, you should be honest and tell your friend the truth rather than make excuses in order to avoid hurting your friend's feelings.]

Airdate: 08/28/2010

Time:

Duration: 30:00

SHELLDON

THE GREAT TREASURE [SHL011]

Sheldon discovers that Mama and Papa may have to sell the Inn because their business is being diverted to an amusement park at the other end of Shell Land. Sheldon, Connie and Herman want to help, and when they go to Crabby's bookstore for some ideas, they happen upon a treasure map. Getting to the treasure turns out to be a very complicated process where the kids encounter a volcano, a large mass of very strange sea creatures, and gold and silver. But an alien vacuum cleaner is sucking up the treasure and everything else in its path. Fortunately, Dr. Shell anticipated they might have problems and he sends a Giant Clam to scoop them up and bring them to the surface. When Dr. Shell explains that the real treasure is the amazing creatures that live at the bottom of the sea, Herman has an inspired idea. They offer \$1 Clam Rides to the Tube Forest they discovered – available only at the Charming Clam Inn. The new business attracted by the ride saves the Inn.

[Educational Message: When you work as a team to solve a problem, you come up with creative solutions, but sometimes you will have to try more than one to get the best answer.]

Airdate: 08/28/2010

Time:

Duration: 30:00

-2-1 PENGUINS!

GIVE AND LET GIVE [PEN205]

Michelle refuses to share her cupcakes with Jason because she's upset with him. She learns her lesson when the Penguins are ordered to sort out a dispute between two warring groups on Planet Share-A-Like. On the planet, they learn that the Mingos and the Gnomes refuse to share the water flowing through a pump given to them by a mysterious "metal man." To aggravate matters, Cavitus—the metal man—turns the water off, and the Penguins are blamed and captured for it. Fidget finally turns on the water after the others escape, but Cavitus captures him. Seeing Fidget tied to the hose, which is about to blow and wipe everyone out, reminds Michelle of the fortune cookie's advice about sharing. After apologizing to Jason for not sharing, Michelle works with him to stop the hose from exploding, and she helps the two factions make up by learning how to share.

[Educational Message: Sharing what you have with others, especially those who are less fortunate, prevents conflict and helps you maintain good relationships with each other.]

Airdate: 08/28/2010

Time:

Duration: 30:00

BABAR

TO DUET OR NOT TO DUET [BAR111]

Babar is scheduled to perform a duet with a great pianist at a concert. But instead of admitting that the piece of music is too hard for him, he procrastinates. He does everything but practice his piano playing and eventually the guilt begins to affect him and his job as King. Before he knows it, the day of the duet has arrived. With the help of Madame, Babar learns that procrastination does not help the situation, so he works extra hard to practice. His hard work pays off when his duet is a success, and Babar realizes that if he had worked diligently from the beginning he could have done a better job with less work.

[Educational Message: Delaying your work will only make the work harder.]

Airdate: 08/28/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

PAS DE DOOLEY [WIL015]

Dooley's coach tells him he will be sitting on the bench during soccer games if he does not improve his footwork. Willa encourages him to take dance with her to help. Dooley agrees. At first, he is skeptical and has a hard time getting the dance moves. Dooley practices hard and takes lots of advice from the animals. Dooley finds out practice makes perfect. He is a success in the dance recital and on the soccer field.

[Educational Message: Keep practicing and you will improve.]

PERFECT PARTNERS [WIL015]

Edie is sick and needs someone to fill in for her during the Friday night show. Samuel offers and the show is a success. This makes Edie jealous; Steve and Edie fight and she will not perform with him. Samuel has to fill in for Edie for the next performance. Samuel likes the attention and lets the stardom go to his head. From now on he is Sammy and does not need to rehearse. The seals miss each other, but are being very stubborn and will not apologize. Not surprisingly, Samuel's show is not very good. Steve and Edie come together to finish the performance and make up.

[Educational Message: If you do something wrong or have a fight with a friend, simply apologize and things will be better.]

Airdate: 08/28/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

TO WEST YOUNG GARDENER [JAD205]

After riding with Jane and Dragon over the kingdom, Rake realizes how small his garden is compared to the rest of the world. Pepper reminds him what his garden means to him, but Rake isn't satisfied. He gets his chance to leave his garden again after Pepper tells him she needs new herbs and spices. Rake promises to return with something new and sets off with Jane and Dragon. While he explores the woods, Jane and Dragon fall asleep. Rake continues his search for new plants but ends up getting lost. In the process, he finds a new plant, but when he reaches for it, he gets stuck in a log. Jane and Dragon finally rescue him and carry him back to the kingdom. Although he kept his promise to Pepper and found her a new herb, Rake realizes he's happier being home where he's surrounded by everything he loves.

[Educational Message: Exploring the world is exciting because there's so much to see, but nothing compares to your own home where you're surrounded by everything you love.]

Airdate: 09/04/2010

Time:

Duration: 30:00

TURBO DOGS

RACE FOR TREASURE [TDO109]

Strut and Stinkbert each find half of a treasure map. Strut teams up with Dash to find the treasure. Stinkbert and Clutch go on their secret mission to find the same treasure. The two teams wind up in the same places. Finally, Dash tells Stinkbert that he and Strut are looking for a treasure and asks if they want to help. Clutch acts like he has no idea what Dash is talking about and jets off to find the treasure with Stinkbert. The teams follow their maps to Wrenchini's. At a loss, they nearly give up when the two ends of the map fall together, creating just one map. All four dogs realize they should have worked together all along. By reading the maps together, they find crates with old antique car parts in them. They share the parts to repair one antique car for an antique car show, and win.

[Educational Message: Cooperation and teamwork will get you farther than trying to do things alone.]

EVERYONE'S A WINNER [TDO109]

Stinkbert is on a losing streak and thinks he's the problem, so he quits racing. His friends try to convince him to keep practicing instead of quitting, but he refuses to listen and spends his time at the dump instead. Upon visiting him, Mags notices that he has built a racetrack in the dump. Stinkbert denies it and says he made a road through the dump so he can get around better. Then, Mags reminds him of his love for racing after he inadvertently begins racing while driving a golf cart. At Doggone Pizza, Stinkbert uses a pizza as a steering wheel. Unable to resist, he enters the racetrack and asks Ump if he can mow it. He ends up driving the mower as a racecar while his friends cheer him on. Finally realizing how much he loves racing, Stinkbert returns to the track, not caring if he wins or loses.

[Educational Message: Don't give up doing something you love because you've had a setback. Instead of worrying about winning or losing, pick yourself back up and keep practicing so you can be better at what you do.]

Airdate: 09/04/2010

Time:

Duration: 30:00

SHELLDON

GET A LIFE [SHL012]

Sam, Hook and Mac are booed while performing at a concert. Deflated, Sam decides to quit the band. Meanwhile, Hook and Mac hold auditions for a new member, but have little success until they hear Connie sing one of their songs. They immediately ask her to join the band and she does so on the condition that

they practice on a regular basis. The new band has a lot of success; hard work pays off. In the meantime, Herman and Shelldon miss Connie and sabotage one of her performances so she won't go on tour. Their plan backfires because the band dissolves, Connie is out of a job, and she doesn't want to hang out with the boys, either. When they confess, she makes them help put the band back together and, because the band has practiced, they are successful right away. Connie, however, decides to stay with the Clam Shell Inn and remain friends with Herman and Shelldon. That turns out to be more important than being a rock star.

[Educational Message: Even if you're talented, it takes practice if you want to be successful at doing something you love.]

Airdate: 09/04/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

PRACTICAL HOAX [PEN206]

Jason and Midget play pranks on their friends, which nobody finds amusing. Michelle points out that pranks are hurtful, not funny, but Jason and Midget think nobody has a sense of humor. They realize how hurtful pranks can be when they substitute-teach a group of unruly students, led by Cavitus, who create trouble for them at the Federation Academy. After being humiliated by a series of pranks their students play on them, Jason and Midget realize they cannot make others laugh at the expense of embarrassing or upsetting someone. Finally, one student stands up for them and reminds the others that jokes are funny but not when they hurt people. The students apologize to Midget and Jason, and Cavitus' plan is thwarted. Back at the Comet Lounge, Jason apologizes to Michelle for playing pranks on her, understanding that what may be funny to one person may not be funny to another.

[Educational Message: Joking with your friends is very different from playing pranks on them, which are embarrassing or hurtful. You shouldn't try to make people laugh at the expense of other people's feelings.]

Airdate: 09/04/2010

Time:

Duration: 30:00

BABAR

THE MISSING CROWN AFFAIR [BAR112]

Babar's crown goes missing one day, and no matter how much he searches for it he can't seem to find it. Amateur sleuth and friend, Zephir, decides to help Babar solve the mystery of the crown and retrieve it. As they work through each puzzle, they realize that the clues keep pointing to Babar's closest friends. Both Babar and Zephir get panicked as they wonder if one of his friends stole the crown in order to take over his kingdom. Babar finds his crown and it turns out that his friends are not behind the missing crown after all. Babar learns a lesson in suspecting people without being certain they are the culprits.

[Educational Message: Don't accuse people of taking your things if you are not certain of it.]

Airdate: 09/04/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

WHO'S AFRAID OF THE BIG BAD VET? [WIL002]

Willa is scared of going to the doctor. While hiding, she discovers that Tiny the elephant is sick; but Tiny does not want to go to the vet because he is scared, too. To help Tiny overcome his fear, she puts her own fear aside to show the elephant that doctors are not scary. Willa sets an example for Tiny and learns that the doctor is not frightening after all. Tiny then goes to the vet and gets treated for her illness.

[Educational Message: Doctors help us feel better and stay healthy; there is nothing to fear.]

LONG GONE TO HONG KONG [WIL002]

Willa and the animals overhear a conversation of her dad's and the animals jump to the conclusion that they are being sent away. After all, the animals make a mess everywhere and have destroyed lots of Dad's things. The animals try to make up for it by helping out, but their efforts are disastrous. Jenny finally recommends that Willa talk to her dad to find out what is going on. Dad assures Willa that he is not sending the animals away; rather, he has boxes of work being sent to Hong Kong.

[Educational Message: Don't jump to conclusions. If you're concerned about something, it's best to ask.]

Airdate: 09/04/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S EGG [JAD206]

Jane and Dragon learn that the Merchant has imported a dragon's egg. While Jane remains skeptical about the egg's authenticity, Dragon wonders if it's real and whether it can provide a clue to his own beginnings. Despite her suspicions, Jane agrees to help him petition the King for the egg. When the King refuses, Dragon tries stealing the egg before Jane stops him, reminding him that stealing isn't the answer. Refusing to listen to Jane, Dragon exchanges his tooth for the Merchant's egg. Unable to reason with Dragon, Jane seeks the truth herself and discovers the similarity between the egg and the gravel from the quarry. After finding the egg's true origin, Jane reveals the truth to Dragon. When Dragon realizes that the Merchant's egg is just another rock from the quarry, he understands that Jane was right in looking out for him and trying to protect him from harm.

[Educational Message: When you see someone taking advantage of your friends, you should look out for them and protect them from doing something that might bring them hurt or harm.]

Airdate: 09/11/2010

Time:

Duration: 30:00

TURBO DOGS

WHAT A LULU [TDO110]

Dash offers to care for Lulu so Mags can attend a show out of town. So, Mags leaves Lulu with Dash, carefully explaining Lulu's routine and needs. Dash pays little attention and when Mags leaves, he becomes negligent. He overfeeds Lulu, forgets to oil her wheel, and leaves with GT for a race. Lulu ends up getting out of her cage. When Dash returns, he discovers Lulu missing. He tries replacing her with another hamster but it doesn't work. So, he decides to lure her out with her favorite music and waits for her all night. Upon waking, Dash finds Lulu in her cage and cares for her properly. When Mags returns, he confesses. Knowing how hard he worked to make up for it, Mags forgives him. Dash realizes he should have been more careful about caring for Lulu in order to fulfill his promise to Mags.

[Educational Message: If you make a promise to a friend, it is important to follow through and be sure you take care of the things you promised to care for.]

CAN'T DO IT ALL [TDO110]

Mags suggests throwing Five a surprise party to celebrate the pizzeria's anniversary. Everyone offers to help, but Mags wants to do it all herself. GT and Dash warn her about the workload, but Mags doesn't listen. She struggles to get the party supplies, make and deliver the invitations, bake a cake, and decorate the clubhouse on her own. Each time her friends offer their help, Mags repeatedly insists on doing everything herself. Soon she begins to get tired and rushes to get everything done on time. When everything starts to come apart, Dash and GT tell her it's not too late for them to help her. But it's only when the cake explodes and she slips on the batter that she finally realizes she can't do it all herself. With her friends' help, Mags successfully puts on the party for Five, realizing it's good to seek help when you need it.

[Educational Message: Nobody can do everything on their own. We all need a little help sometimes. So, when you're struggling with your chores, ask for help from your friends.]

Airdate: 09/11/2010

Time:

Duration: 30:00

SHELLEDON

LOC ROC [SHL013]

All the kids at school are excited that John Lister is giving a concert to benefit hurricane victims. The tickets are completely sold out and Shelldon, Herman, and Connie are disconsolate about ever getting to see their idol. They figured that if they found out where Lister was staying, they would beg him for tickets. What a surprise to find out Lister was staying at the Charming Clam Inn. The kids are so nervous they faint on Lister, injuring him in the process. To compound the problem, when Dr. Shell gives him some medicine to get well, the medicine puts him into a deep sleep. Now the kids realize that the whole concert and helping the victims of the hurricane are both in jeopardy. The kids join forces with Dr. Shell to lip-sync the songs until Shelldon is successful in waking up Mr. Lister to actually perform. The biggest surprise of all is that Lister, grateful to have recuperated, sings a song Shelldon has written.

[Educational Message: If we can work together, no matter what our age, we can figure out ways to help those in need.]

Airdate: 09/11/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMEDY OF ERRORS [PEN207]

Michelle asks Jason not to reveal her embarrassing secret when Jason finds her hiding behind a couch, singing a silly song to comfort herself after watching a scary movie. Though Jason doesn't understand the seriousness of not divulging someone's secret, he learns his lesson after his own embarrassing secret is revealed. After Sol allows Jason to fill in for the ventriloquist at the Comet Lounge, Jason's friends help him prepare his comedy act with funny jokes. Instead, Jason humiliates his friends by revealing their secret habits. His routine is successful at the expense of his friends' feelings, and he's asked to perform in a bigger act. Right before the performance, however, he's caught sucking his thumb. Embarrassed, he realizes how his friends must have felt. So, he decides to expose his own secret to everyone and apologize to his friends for sharing their private habits in public.

[Educational Message: When your friend tells you not to share something that's private and that may be embarrassing, you should respect his/her feelings and privacy.]

Airdate: 09/11/2010

Time:

Duration: 30:00

BABAR

THE PHANTOM [BAR113]

Everyone is afraid of the Phantom in the abandoned, broken-down old theater. When Babar enters the theater one day, he comes face to face with the Phantom who roams the empty hallways and plays melancholy tunes on his piano. It turns out the Phantom is actually an old musician who used to perform in the theater many years ago. He warns Babar to keep his secret or else. Babar decides to help him come out of his seclusion. But, the Phantom resents meddling and scares Babar's friends away. Tired of maintaining the old theater, the city finally decides to tear it down. Babar realizes he must do something to stop them from destroying the Phantom's home. He convinces the Phantom to come out of hiding. Seeing how well the old musician still performs, the city decides to renovate the theater and the Phantom returns to the Opera.

[Educational Message: Even when people resist your help, it's still important to try because they will appreciate what you do for them.]

Airdate: 09/11/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

ALLIGATOR ATE MY HOMEWORK [WIL007]

When Willa's school project is ruined, all eyes turn to Gus who is usually responsible for eating things. Gus insists that he is not guilty, but the animals have a hard time believing him. Willa and Dooley look for clues to try to find the culprit rather than blame Gus. They find a paint can that is too high for Gus to reach and a long footprint. All the clues seem to point to Koko who breaks down and confesses. The animals learn a lesson in telling the truth and not jumping to conclusions.

[Educational Message: Don't jump to conclusions and place blame without proof. If you're honest about your mistakes, you'll probably be forgiven.]

HAMMERING AWAY [WIL007]

Willa travels around her house saying goodnight to all her animals. She feels terribly saying goodnight to Jenny who sleeps outside in the rain. She decides to build Jenny a giraffe-house. Willa and the gang work together on this new project despite Jenny's protests. Soon, everyone wants their own house and they're fighting for building materials until all are miserable. Willa is lonely inside and her animals are unhappy in their animal houses. Willa and the animals realize that the best place for the animals is inside with Willa, except for Jenny who is very happy outside, under the tree.

[Educational Message: Others may have something that you don't; this does not mean that you need it. Be happy with what you have.]

Airdate: 09/11/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

KING'S KNIGHT [JAD207]

Jane finds a secret map of the catacombs hidden in the tapestry while cleaning it. She and Jester follow the map and discover King Caradoc's tomb, which places doubt on the identity of the current king, who has the same name. Jane and Jester try searching the royal archives but are unable to learn more. Caught in a moral dilemma during the oath ceremony, Jane decides she cannot pledge her allegiance to the King without verifying his identity. When she refuses to explain her reasons to the court, Jane is asked to leave the kingdom. Before she leaves, however, the King asks Jane to explain herself to him privately. After Jane discloses what she knows, the King reveals that he hid the map as a child to remember his dead brother whose name he later adopted and whose tomb Jane discovered. After learning the truth, Jane gives her oath to the King.

[Educational Message: Always verify your information and check your facts before committing yourself to something, so when you do commit you are sure that it's the right thing to do.]

Airdate: 09/18/2010

Time:

Duration: 30:00

TURBO DOGS

PINATA PARTY [TDO111]

Strut accidentally places Mags' invitation for her piñata party, along with his mail, in the trunk of his car. On the racetrack, Mags gives GT's invitation to him, but Strut outraces her before she can verify whether he got his invitation from Delivery Dog. When Strut hears about Mags' party, he thinks he isn't invited.

Stinkbert advises Strut to talk to Mags, but Strut refuses. Instead, he decides to ruin Mags' party by filling her piñata with water balloons. At the party later, Mags wonders why Strut didn't come. Meanwhile, Strut tries to spy on the party, but the window is too dirty. When he returns to his car to get a rag, he finds the invitation in his trunk. Realizing he was invited, he returns to the party to confess and warn them about his trick. Strut and Mags apologize to one another for assuming without knowing.

[Educational Message: If you are not sure about something, the best thing to do is to ask. Assuming the worst creates more misunderstandings with friends.]

WHAT A CARD [TDO111]

When Dash and Strut discover that Stinkbert has the missing racer card they want, they decide to compete for it by racing. To ensure his win, Strut tries to sabotage Dash's chances, but his plans keep going awry. He tricks Wrenchini into giving him Dash's new tire, but Dash catches Strut with the tire. When Strut gets a flat tire, Dash lends his own to him. At the garage, Dash finds Strut with Dash's wrench and believes Strut when he pretends to need it. On the racetrack later, Strut spins out of control on the very oil he spilled to ruin Dash's chances of winning. Dash ends up helping Strut by moving his car to the end of the racetrack. Strut ends up winning, but he realizes he's won unfairly. As he returns the card to Dash, Strut confesses that he cheated and apologizes to Dash. They race again, fairly.

[Educational Message: Don't try to sabotage someone else's chances of winning a competition because you want to win. Chances are you won't be successful and even if you win unfairly, you won't feel good about it. Play by the rules and be a good sport if you don't win.]

Airdate: 09/18/2010

Time:

Duration: 30:00

SHELLDON

CRABBY'S SCHOOL DAZE [SHL001]

Mr. Squid has the students participate in peer tutoring; the best pupils in each subject will tutor those in need. Connie is paired with Herman because Connie is strong in math and Herman is strong in wood shop. With an odd number of students, Shelldon is left out. After a conversation with Mr. Squid, he heads off to the bookstore in search of books that will help him figure out his strengths. At the bookstore, Shelldon finds out that Crabby quit school. Crabby opened his bookstore because he loved books and wanted to be surrounded by them. But, he regrets not having a diploma. Shelldon gets Crabby to join Shelldon's class at school and Shelldon becomes his tutor. Crabby passes his exam and Shelldon, having studied more than usual tutoring Crabby, gets an A- on his exam. Crabby also taught Shelldon how to stand up to the school bully.

[Educational Message: Each of us has unique talents that can be used to help others.]

Airdate: 09/18/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMPASSION CRASHIN' [PEN208]

Michelle's feeling down because she doesn't have anyone with whom to play. Grandmum asks Jason to show Michelle compassion, but he remains oblivious. When Michelle can't cheer up even after the Penguins throw her a party, Jason tells them he's supposed to demonstrate compassion. They try being more compassionate through the modifier. That doesn't work. Suddenly, the spaceship runs into an asteroid belt and crash-lands on a different planet. There, Michelle's abducted by some aliens who make her their queen. Jason and the Penguins are led to her eventually, but find her unwilling to leave because she enjoys the company of the girl-Lobes who explain what compassion means—listening and understanding what's bothering someone. Realizing he hasn't been very compassionate with Michelle, he asks her to share what's bothering her and promises to listen to her next time. Seeing how compassionate her friends are, Michelle finally agrees to return home.

[Educational Message: When someone's feeling down, you should show the person some compassion by listening to what's bothering them and treating them with understanding.]

Airdate: 09/18/2010

Time:

Duration: 30:00

BABAR

ROBOT RAMPAGE [BAR211]

Zefir and Arthur make a robot, Bob, for the family. Although Pompadour and Cornelius are not impressed by the robot, Arthur wants his robot to be acknowledged as a great invention that will be of help to the family. Arthur and Zefir then make a Bob Jr. to help Pompadour and Cornelius in the office. Meanwhile, the kids let Bob do their homework. However, they uncover a defect in Bob when their homework comes back completely incorrect. Arthur does not want to accept that there is a problem with the robot, but when Bob Jr. also proves to be defective, things get out of hand. The kids confess their cheating to Babar; but sadly, Pompadour and Cornelius want to resign because they felt the robot was supposed to replace them. In the end, Arthur admits he made a mistake and takes his robots back to the shop.

[Educational Message: If you make a mistake, it is better to admit it than to try and convince others that nothing is wrong.]

Airdate: 09/18/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA'S WILD NEWS [WIL013]

Willa is developing a show for her school's TV show. Clara, Lara, and Sara do a show on fashion and hot new trends that the students think is very cool, making the girls school celebrities. Willa, whose first feature on her animals is quite boring, gets the bright idea to exaggerate the abilities of her animals in order to create exciting entertainment. She sets up shots and tells little lies about what the animals are doing. After a while, the animals rebel and refuse to continue the false reporting. When people (including Willa's teacher) come from all over to see the fantastic animals the pressure is on Willa to admit the truth. At her next show, Willa tells everyone she has done her last report. She is sorry others don't find the animals as interesting as she does. But she'd rather tell the truth.

[Educational Message: It is always best to tell the truth, because when you tell one little lie, you end up telling a lot of other lies to make an even bigger impression. After a while, the lies get out of control and you end up having to tell the truth and being very embarrassed.]

WILLA'S JOURNAL [WIL013]

Willa gets a journal from her father but doesn't know what to do with it. When her Dad explains it is for recording memorable moments she thinks it is a great gift. Unbeknownst to Willa, the animals anticipate that Willa will write stories about them. They begin performing tricks and doing all sorts of special things for her so they can be included in her most memorable moments. But when they go over the top and ruin Dad's rest in the hammock, Willa confronts them about their behavior. They explain they just wanted to be in the journal and Willa tells them that they don't have to do anything special to be in the journal. She has figured out just being together is special and having them as friends is special. And that is good enough to be included in her journal.

[Educational Message: You don't have to do outrageous things in order for someone to think you are special. Just be yourself and your friends will appreciate you for who you are.]

Airdate: 09/18/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

FOR CRYING OUT LOUD [JAD208]

The knights are invited to join the royal hunt with the King. After seeing how scared the wild boar looks in his cage, Dragon asks Jane to stop the hunt. Jane reasons with Sir Theodore that the boar belongs in the wild, but to no avail. So, Jane and Dragon work together to prevent the others from finding the boar once it's released. Though they try to protect the boar, they realize how dangerous it is when it heads toward the open where the Queen is enjoying a picnic with her children. Jester distracts the boar with his hat until Jane and Dragon come to their rescue. After a brief confrontation, Dragon captures the boar under his

paws. When the hunters reach the picnic in search of the boar, the children point them in a different direction. As the hunters leave, Jane and Dragon return the boar into the wild.

[Educational Message: It is better to leave wild animals in the wild because they are untamed and they can be very dangerous to people.]

Airdate: 09/25/2010

Time:

Duration: 30:00

TURBO DOGS

FAIR PLAY [TDO112]

Strut creates a new game and his friends ask to play by his rules. When GT wins, Strut changes the rules to ensure his own win. His friends comply with his rules, and agree to race again. But GT wins again, and Strut alters the rules once more so he wins. Upset, GT leaves the race and Mags tells Strut to stop changing the rules so much. Strut continues to change the rules to make sure he's the winner each time. Tired of Strut cheating, his friends eventually abandon Strut's game and make up their own game. When Strut confronts them, he learns they won't play with him because he cheats by changing the rules to win every time. But when he asks to play, they let him. He finally realizes he must play fairly and apologizes to his friends for cheating.

[Educational Message: In order to win fairly, you must play fairly. Changing the rules to ensure your win is unfair and it also alienates the players in a game. Nobody will want to play with you if you cheat just to win.]

KING FOR A DAY [TDO112]

Noting the resemblance between Stinkbert and the king, the dogs consider the possibility of Stinkbert being the king's heir. They convince him to send in his paw print and playfully indulge him with a make-believe crown and throne. But Stinkbert begins to get carried away with his new possible role. He watches an instructional video and begins making outrageous demands based on a set of "royal rules." Upset with Stinkbert's behavior, his friends separate themselves from him. Stinkbert finally receives the letter with the results of the paw print match and believes he will not be able to be around his friends if he's better than them. The delivery dog advises him that being a king won't make Stinkbert better than anyone, and acting like it will hurt his friends. So, Stinkbert tears up the letter in his friends' presence without seeing the results, and apologizes for getting carried away.

[Educational Message: If you act like you are better than everyone else, your friends' feelings will be hurt and they will not want to be around you. It's important to treat everyone the way you'd like to be treated.]

Airdate: 09/25/2010

Time:

Duration: 30:00

SHELLDON

MASCOT MOJO [SHL002]

The shells are trying out for the Coral Deep High School Fin-Ball team, which has a history of major losses. Shelldon doesn't make the team, and ends up being the team mascot. As a consolation, Crabby tells him the mascot is important; it's got the mojo to help the team win. At one game, Shelldon catches the ball in his bulky blowfish costume and manages to score a touchdown. Now the star player, Shelldon will not take off the blowfish costume, believing it is his mojo and the reason for the team's success. Then Cracken organizes a high stakes game with his own players and makes a bet that the winner of the game will get to drill for oil on the stadium land. Shelldon's "suit" has shrunk in the family laundry and he thinks he has lost his mojo. Dr. Shell gives him a new mojo, and Shelldon plays superbly. Little does he know until after the game that the new mojo was just a peanut butter treat and he succeeded because of his own skill and confidence.

[Educational Message: Work hard and believe in yourself to achieve success. Lucky charms do not make you better; they can only provide you with comfort.]

Airdate: 09/25/2010

Time:

Duration: 30:00

3-2-1 PENGUINS!

WIKI TIKI [PEN209]

Jason and Michelle race to get their chores done and make a mess because they do them in a rush. Grandmum advises them to take the time to listen and do it right, but Jason still doesn't understand. Jason learns his lesson after Captain Strap sends them on a mission to Planet Wiki Tiki to save it from erupting in a volcano. In a rush to return to the Comet Lounge for their special punch, the Penguins rush through solutions to save the planet and don't listen to King Wiki Tiki's instructions. When the volcano finally erupts, Zidgel realizes he should have listened to the King before rushing to solve the problem. He apologizes to the King and follows his instructions, taking the time to do it right this time. When they return home, Jason realizes how big of a mess he can create if he does things in haste.

[Educational Message: Rushing to do anything can create a bigger mess because you haven't taken the time to do it right. You should pay attention and listen to instructions, then do your chores, so you get it right the first time.]

Airdate: 09/25/2010

Time:

Duration: 30:00

BABAR

THE INTRUDER (BAR124)

Babar becomes really overwhelmed with his work one day, which worries his children. To help him overcome his problem, they decide to tell him a story about a time when they were left with the responsibility of being in charge of each other, and how overwhelming it became when they thought there was a monster in the palace. The children recall how scared they were about something they hadn't even seen. The monster turned out to be only Lord Rataxes, who had come looking for something he wanted. The children help their father understand that everyone gets overwhelmed sometimes when they're in charge of something and it doesn't go as planned. So, it's better to just keep working the way you are and avoid worrying about things that you can't control.

[Educational Message: Being in charge is hard work but if you keep at it, you'll be just fine. Don't let it overwhelm or worry you.]

Airdate: 09/25/2010

Time:

Duration: 30:00

WILLA'S WILD LIFE

UNBEARABLE BEAR [WIL006]

Willa gets a teddy bear from her grandma. Her pet bear is hurt and jealous and makes fun of the toy bear. Then he tries to imitate and out-do the bear until Bert is a real nuisance. The alligator explains to her that she has hurt Bert's feelings and to make up with him Willa takes the Bear to school where Bert frightens everyone. Then when she takes him to the park, Bert opens the honey and they are chased home by bees. Finally when Dad finds out about Willa's antics, he bans her from taking Bert anywhere.

[Educational Message: When you spend time with a new friend, make sure your old friends don't feel left out. Find a way to include your old friends when you play with your new friends.]

WILLA'S FUN RAISER [WIL006]

Sara, Clara, and Lara are certain they will win the school fund raiser to buy plants for the garden. But Willa wants to win and Dooley suggests a strategy that will help the school even more than donations alone. He offers to prepare the garden so the fund raising proceeds won't have to be spent on getting the land

cleared. Evelyn and Willa will raise the money for the plants. While standing on the sidewalk asking for donations with Evelyn, Willa notices the sisters have a gimmick to raise money. They give people fake compliments and the people give them donations. Willa ups the ante by letting people pet her animals.

When the sisters fight back by doing makeovers, Willa lets people ride and pet the animals. She wins the contest and is so excited about winning that she forgets to thank the animals and Dooley for making it all possible. Reminded by her pet alligator, she thanks her animals for helping, declines the trophy and awards it to Dooley because the plan was all his idea and he really did the most work.

[Educational Message: When you are trying to win something, don't forget the people who help you win. Always thank and give credit to the people who help make you a winner.]

Airdate: 09/25/2010

Time:

Duration: 30:00

JANE AND THE DRAGON

THE LAST OF THE DRAGONSLAYERS [JAD209]

While cleaning Sir Theodore's swords, Jane discovers a sword identical to her own in his trunk. She asks Sir Theodore for an explanation, but he reprimands her instead. To confirm whether the markings indicate that the sword belonged to dragonslayers, Jane tests her sword on Dragon's finger. When the sword cuts him, they realize it's a dragonslayer sword. Dragon concludes that both swords are dragonslayer swords, which makes Sir Theodore a dragonslayer. Upset, Dragon retreats to his cave and Jane determines to find the truth. Before she can, however, she sees Sir Theodore heading toward Dragon's cave. Thinking he may harm Dragon, Jane follows him. Upon reaching the cave, she finds Sir Theodore in a confrontation with Dragon. She stands up to Sir Theodore in Dragon's defense. But when she learns that Sir Theodore just wants Dragon's forgiveness for his dragonslayer forefathers, Jane convinces Dragon to accept Sir Theodore's apology.

[Educational Message: When you see two friends in a disagreement, don't be afraid to defend what is right and help them make up and resolve their differences.]

"CORE PROGRAMMING"
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[AGE TARGET 4-8]
July – September 2010

QUBO 3RD QUARTER 2010

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	07/02/2010	08:00PM	NBC	FRIDAY NIGHT	010G915QUB110	QUBO: PARENTS	Promo	08:18PM
FRI	P	07/02/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:21PM
FRI	P	07/09/2010	08:00PM	NBC	FRIDAY NIGHT	010G915QUB110	QUBO: PARENTS	Promo	08:18PM
FRI	P	07/09/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:20PM
FRI	P	07/16/2010	08:00PM	NBC	NBC MOVIE OF THE WEEK	010G915QUB110	QUBO: PARENTS	Promo	08:52PM
FRI	P	07/16/2010	08:00PM	NBC	NBC MOVIE OF THE WEEK	010G915QUB110	QUBO: PARENTS	Promo	09:23PM
FRI	P	07/23/2010	08:00PM	NBC	FRIDAY NIGHT	010G915QUB110	QUBO: PARENTS	Promo	08:17PM
FRI	P	07/23/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:18PM
FRI	P	07/30/2010	08:00PM	NBC	FRIDAY NIGHT	010G915QUB110	QUBO: PARENTS	Promo	08:20PM
FRI	P	07/30/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:15PM
FRI	P	08/06/2010	08:00PM	NBC	FRIDAY NIGHT	010G915QUB110	QUBO: PARENTS	Promo	08:14PM
FRI	P	08/06/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:22PM
FRI	P	08/13/2010	08:00PM	NBC	WHO DO YOU THINK YOU ARE?	010G915QUB110	QUBO: PARENTS	Promo	08:21PM
FRI	P	08/13/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:19PM
FRI	P	08/20/2010	08:00PM	NBC	WHO DO YOU THINK YOU ARE?	010G915QUB110	QUBO: PARENTS	Promo	08:26PM
FRI	P	08/20/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:18PM
FRI	P	08/27/2010	08:00PM	NBC	WHO DO YOU THINK YOU ARE?	010G915QUB110	QUBO: PARENTS	Promo	08:19PM
FRI	P	08/27/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:21PM
FRI	P	09/03/2010	08:00PM	NBC	WHO DO YOU THINK YOU ARE?	010G915QUB110	QUBO: PARENTS	Promo	08:22PM
FRI	P	09/03/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:21PM
FRI	P	09/10/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	09:20PM
FRI	P	09/10/2010	09:00PM	NBC	DATELINE NBC	010G915QUB110	QUBO: PARENTS	Promo	10:28PM
FRI	P	09/17/2010	08:00PM	NBC	DATELINE NBC	010G930QUB110	QUBO: PARENTS	Promo	08:23PM

FRI P	09/17/2010	08:00PM	NBC	DATELINE NBC	010G930QUB110	QUBO: PARENTS	Promo 09:18PM
FRI P	09/24/2010	08:00PM	NBC	DATELINE NBC	010GD31QUB110	QUBO: PARENTS	Promo 08:19PM
FRI P	09/24/2010	08:00PM	NBC	DATELINE NBC	010GD31QUB110	QUBO: PARENTS	Promo 09:17PM
						Count:	26.00

Network Public Service Schedule July 2010 (PSAs Targeted to Children 16 and Under)

<u>SHOW NAME</u>	<u>AIR DATE</u>	<u>HIT TIME</u>	<u>DURATION</u>	<u>MATERIAL ID</u>	<u>TYPE</u>	<u>TITLE</u>	<u>PRODUCT TITLE</u>
PERSONS	7/5/2010	20:51:12	0:15	ZNBC9505H	PS	TMKY JIMMY FALLON/PHYSICAL ACTIVITY	
TURBO DOGS	7/10/2010	10:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
TURBO DOGS	7/10/2010	10:27:03	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT	
SHELLDON	7/10/2010	10:56:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
SHELLDON	7/10/2010	10:57:03	0:15	ZNBC9505H	PS	TMKY JIMMY FALLON/PHYSICAL ACTIVITY	
321PENGUIN	7/10/2010	11:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
321PENGUIN	7/10/2010	11:27:03	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT	
BABAR	7/10/2010	11:56:28	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
BABAR	7/10/2010	11:56:43	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
WILLA	7/10/2010	12:26:58	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
WILLA	7/10/2010	12:27:13	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY	
JANEDRAGON	7/10/2010	12:56:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
JANEDRAGON	7/10/2010	12:57:03	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
MOUNTAIN	7/10/2010	21:55:55	0:15	ZNBC9506H	PS	TMKY ALISON SWEENEY/PHYSICAL ACT AND NUT	
AGT	7/12/2010	20:51:20	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
MIN2WIN	7/14/2010	20:52:21	0:15	ZNBC9506H	PS	TMKY ALISON SWEENEY/PHYSICAL ACT AND NUT	
JENSEN PROJECT	7/16/2010	21:03:05	0:15	ZNBC9535H	PS	TMKY CHRISTOPHER MELONI	
TURBO DOGS	7/17/2010	10:26:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
TURBO DOGS	7/17/2010	10:27:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY	
SHELLDON	7/17/2010	10:56:47	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
SHELLDON	7/17/2010	10:57:02	0:15	ZNBC9535H	PS	TMKY CHRISTOPHER MELONI	
321PENGUIN	7/17/2010	11:26:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
321PENGUIN	7/17/2010	11:27:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY	
BABAR	7/17/2010	11:56:45	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
BABAR	7/17/2010	11:57:00	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT	
WILLA	7/17/2010	12:26:58	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
WILLA	7/17/2010	12:27:13	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT	
JANEDRAGON	7/17/2010	12:56:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
JANEDRAGON	7/17/2010	12:57:03	0:15	ZNBC9505H	PS	TMKY JIMMY FALLON/PHYSICAL ACTIVITY	
PERSONS	7/17/2010	20:51:02	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT	
AGT	7/19/2010	20:57:26	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT	
MIN2WIN	7/21/2010	20:52:58	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT	
TURBO DOGS	7/24/2010	10:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
TURBO DOGS	7/24/2010	10:27:03	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
SHELLDON	7/24/2010	10:56:49	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
SHELLDON	7/24/2010	10:57:04	0:15	ZNBC9505H	PS	TMKY JIMMY FALLON/PHYSICAL ACTIVITY	
321PENGUIN	7/24/2010	11:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
321PENGUIN	7/24/2010	11:27:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY	
BABAR	7/24/2010	11:56:30	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
BABAR	7/24/2010	11:56:45	0:15	ZNBC9535H	PS	TMKY CHRISTOPHER MELONI	
WILLA	7/24/2010	12:26:56	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
WILLA	7/24/2010	12:27:11	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
JANEDRAGON	7/24/2010	12:57:07	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
JANEDRAGON	7/24/2010	12:57:22	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT	
AGT	7/26/2010	20:55:27	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT	
TURBO DOGS	7/31/2010	10:26:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
TURBO DOGS	7/31/2010	10:27:03	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT	
SHELLDON	7/31/2010	10:56:50	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	
SHELLDON	7/31/2010	10:57:05	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY	
321PENGUIN	7/31/2010	11:26:38	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE	
321PENGUIN	7/31/2010	11:26:53	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT	
BABAR	7/31/2010	11:56:28	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI	

BABAR	7/31/2010 11:56:43	0:15 ZNBC9507H	PS	TMYK ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
WILLA	7/31/2010 12:26:58	0:15 CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	7/31/2010 12:27:13	0:15 ZNBC9501H	PS	TMYK ALISON SWEENEY/PHYSICAL ACTIVITY
JANEDRAGON	7/31/2010 12:57:01	0:15 CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
JANEDRAGON	7/31/2010 12:57:16	0:15 ZNBC9507H	PS	TMYK ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT

Network Public Service Schedule August 2010 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
ST	8/2/2010	20:55:37	0:15	ZNBC9533H	PS		TMKY ZACHARY LEVI/ENVIRONMENT
TURBO DOGS	8/7/2010	10:26:48	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
TURBO DOGS	8/7/2010	10:27:03	0:15	ZNBC9533H	PS		TMKY ZACHARY LEVI/ENVIRONMENT
SHELLDON	8/7/2010	10:56:49	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
SHELLDON	8/7/2010	10:57:04	0:15	ZNBC9505H	PS		TMKY JIMMY FALLON/PHYSICAL ACTIVITY
321PENGUIN	8/7/2010	11:26:48	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
321PENGUIN	8/7/2010	11:27:03	0:15	ZNBC9537H	PS		TMKY AMY POEHLER/ENVIRONMENT
BABAR	8/7/2010	11:56:30	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
BABAR	8/7/2010	11:56:45	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
WILLA	8/7/2010	12:26:58	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
WILLA	8/7/2010	12:27:13	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
JANEDRAGON	8/7/2010	12:57:04	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
JANEDRAGON	8/7/2010	12:57:19	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
PERSONS	8/7/2010	20:52:34	0:15	ZNBC9506H	PS		TMKY ALISON SWEENEY/PHYSICAL ACT AND NUT
MIN2WIN	8/11/2010	20:50:54	0:15	ZNBC9506H	PS		TMKY ALISON SWEENEY/PHYSICAL ACT AND NUT
TURBO DOGS	8/14/2010	10:26:48	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
TURBO DOGS	8/14/2010	10:27:03	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
SHELLDON	8/14/2010	10:56:48	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
SHELLDON	8/14/2010	10:57:03	0:15	ZNBC9537H	PS		TMKY AMY POEHLER/ENVIRONMENT
321PENGUIN	8/14/2010	11:26:48	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
321PENGUIN	8/14/2010	11:27:03	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
BABAR	8/14/2010	11:56:27	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
BABAR	8/14/2010	11:56:42	0:15	ZNBC9537H	PS		TMKY AMY POEHLER/ENVIRONMENT
WILLA	8/14/2010	12:26:58	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	8/14/2010	12:27:13	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
JANEDRAGON	8/14/2010	12:57:02	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
JANEDRAGON	8/14/2010	12:57:17	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
FD1 GYMNASTICS	8/14/2010	21:52:59	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
MIN2WIN	8/18/2010	20:54:37	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
TURBO DOGS	8/21/2010	10:26:48	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
TURBO DOGS	8/21/2010	10:27:03	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
SHELLDON	8/21/2010	10:56:47	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
SHELLDON	8/21/2010	10:57:02	0:15	ZNBC9535H	PS		TMKY CHRISTOPHER MELONI
321PENGUIN	8/21/2010	11:26:48	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
321PENGUIN	8/21/2010	11:27:03	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
BABAR	8/21/2010	11:56:28	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
BABAR	8/21/2010	11:56:43	0:15	ZNBC9533H	PS		TMKY ZACHARY LEVI/ENVIRONMENT
WILLA	8/21/2010	12:26:58	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
WILLA	8/21/2010	12:27:13	0:15	ZNBC9537H	PS		TMKY AMY POEHLER/ENVIRONMENT
JANEDRAGON	8/21/2010	12:56:57	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
JANEDRAGON	8/21/2010	12:57:12	0:15	ZNBC9535H	PS		TMKY CHRISTOPHER MELONI
MINUTE2WIN	8/23/2010	20:51:20	0:15	ZNBC9506H	PS		TMKY ALISON SWEENEY/PHYSICAL ACT AND NUT
MIN2WIN	8/25/2010	20:51:04	0:15	ZNBC9533H	PS		TMKY ZACHARY LEVI/ENVIRONMENT
TURBO DOGS	8/28/2010	10:26:48	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
TURBO DOGS	8/28/2010	10:27:03	0:15	ZNBC9533H	PS		TMKY ZACHARY LEVI/ENVIRONMENT
SHELLDON	8/28/2010	10:56:49	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
SHELLDON	8/28/2010	10:57:04	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
321PENGUIN	8/28/2010	11:26:48	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
321PENGUIN	8/28/2010	11:27:03	0:15	ZNBC9537H	PS		TMKY AMY POEHLER/ENVIRONMENT
BABAR	8/28/2010	11:56:28	0:15	CNHH83151	PS		AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
BABAR	8/28/2010	11:56:43	0:15	ZNBC9507H	PS		TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
WILLA	8/28/2010	12:26:58	0:15	CNHH81151	PS		AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	8/28/2010	12:27:13	0:15	ZNBC9501H	PS		TMKY ALISON SWEENEY/PHYSICAL ACTIVITY

JANEDRAGON	8/28/2010	12:57:03	0:15 CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SANYA RI
JANEDRAGON	8/28/2010	12:57:18	0:15 ZNBC9507H	PS	TMYK ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT
WORLD ADV SPTS	8/28/2010	15:10:53	0:30 ZNBC9302H	PS	TMYK ZACHARY LEVI & JOSH GOMEZ/PHYSICAL ACT
O AGT	8/30/2010	20:54:34	0:15 ZNBC9507H	PS	TMYK ZACHARY LEVI/JOSH GOMEZ/PHYSICAL ACT

Network Public Service Schedule September 2010

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE PRODUCT TITLE
JRBO DOGS	9/4/2010	10:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
TURBO DOGS	9/4/2010	10:27:03	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL A
SHELLDON	9/4/2010	10:56:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
SHELLDON	9/4/2010	10:57:03	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
321PENGUIN	9/4/2010	11:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
321PENGUIN	9/4/2010	11:27:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
BABAR	9/4/2010	11:56:28	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
BABAR	9/4/2010	11:56:43	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT
WILLA	9/4/2010	12:13:34	0:15	QPSAE007	PS	Qubo
WILLA	9/4/2010	12:26:58	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
WILLA	9/4/2010	12:27:13	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL A
JANEDRAGON	9/4/2010	12:57:04	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
JANEDRAGON	9/4/2010	12:57:19	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
8p CI	9/4/2010	20:31:27	0:15	ZNBC9535H	PS	TMKY CHRISTOPHER MELONI
WILLA	9/11/2010	9:26:58	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	9/11/2010	9:27:13	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
JANEDRAGON	9/11/2010	9:57:03	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
JANEDRAGON	9/11/2010	9:57:18	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
TURBO DOGS	9/11/2010	10:26:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
TURBO DOGS	9/11/2010	10:27:03	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT
SHELLDON	9/11/2010	10:56:32	0:15	QPSAE007	PS	Qubo
SHELLDON	9/11/2010	10:56:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
SHELLDON	9/11/2010	10:57:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
321PENGUIN	9/11/2010	11:26:42	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
321PENGUIN	9/11/2010	11:26:57	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
BABAR	9/11/2010	11:56:29	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
BABAR	9/11/2010	11:56:44	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL A
TURBO DOGS	9/18/2010	10:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
TURBO DOGS	9/18/2010	10:27:03	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
SHELLDON	9/18/2010	10:56:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
SHELLDON	9/18/2010	10:57:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
321PENGUIN	9/18/2010	11:26:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
321PENGUIN	9/18/2010	11:27:03	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT
BABAR	9/18/2010	11:56:29	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
BABAR	9/18/2010	11:56:44	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL A
WILLA	9/18/2010	12:26:58	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
WILLA	9/18/2010	12:27:13	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
JANEDRAGON	9/18/2010	12:57:05	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
JANEDRAGON	9/18/2010	12:57:20	0:15	ZNBC9507H	PS	TMKY ZACHARY LEVI/JOSH GOMEZ/PHYSICAL A
TURBO DOGS	9/24/2010	14:28:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
TURBO DOGS	9/24/2010	14:29:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
SHELLDON	9/24/2010	14:42:46	0:15	QPSAE007	PS	Qubo
SHELLDON	9/24/2010	14:58:48	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
SHELLDON	9/24/2010	14:59:03	0:15	ZNBC9535H	PS	TMKY CHRISTOPHER MELONI
321PENGUIN	9/24/2010	15:28:48	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
321PENGUIN	9/24/2010	15:29:03	0:15	ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
BABAR	9/24/2010	15:58:28	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
BABAR	9/24/2010	15:58:43	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
WILLA	9/24/2010	16:28:42	0:15	QPSAE007	PS	Qubo
WILLA	9/24/2010	16:28:58	0:15	CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	9/24/2010	16:29:13	0:15	ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT
JANEDRAGON	9/24/2010	16:59:02	0:15	CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
JANEDRAGON	9/24/2010	16:59:17	0:15	ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT

WILLA	9/25/2010	9:26:42	0:15 QPSAE007	PS	Qubo
WILLA	9/25/2010	9:26:58	0:15 CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
WILLA	9/25/2010	9:27:13	0:15 ZNBC9537H	PS	TMKY AMY POEHLER/ENVIRONMENT
ANEDRAGON	9/25/2010	9:57:02	0:15 CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
ANEDRAGON	9/25/2010	9:57:17	0:15 ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT
TURBO DOGS	9/25/2010	10:26:48	0:15 CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
TURBO DOGS	9/25/2010	10:27:03	0:15 ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
SHELLDON	9/25/2010	10:40:46	0:15 QPSAE007	PS	Qubo
SHELLDON	9/25/2010	10:56:48	0:15 CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
SHELLDON	9/25/2010	10:57:03	0:15 ZNBC9535H	PS	TMKY CHRISTOPHER MELONI
321PENGUIN	9/25/2010	11:26:48	0:15 CNHH81151	PS	AD COUNCIL AD COUNCIL/ENERGY BALANCE
321PENGUIN	9/25/2010	11:27:03	0:15 ZNBC9501H	PS	TMKY ALISON SWEENEY/PHYSICAL ACTIVITY
BABAR	9/25/2010	11:56:28	0:15 CNHH83151	PS	AD COUNCIL AD COUNCIL/AMOUNT COUNTS/SA
BABAR	9/25/2010	11:56:43	0:15 ZNBC9533H	PS	TMKY ZACHARY LEVI/ENVIRONMENT

For 3rd Quarter 2010

**OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS PART OF NBC'S
OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN
16 AND UNDER**

July – September 2010

THERE WAS NO OTHER PROGRAMMING FOR 3rd QUARTER 2010 THAT CONTRIBUTED, AS PART OF
NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATION AND INFORMATIONAL NEEDS OF
CHILDREN 16 AND UNDER.

NBC NETWORK NON-BROADCAST EFFORTS

July – September 2010

THE MORE YOU KNOW WEBSITE

"The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

3rd Quarter 2010 PSAs

There were no PSA's for 3rd Quarter 2010.



Two Dole Drive
Westlake Village, CA 91362
818.597.4066

September 30, 2010

This letter is to certify our compliance with the Children's Television Act of 1990 and the 1996 Children's Television Report and Order during the third quarter of the year 2010. From July 5 through September 29, 2010, Universal Sports (formerly WCSN) aired 39 hours of E/I Programming, which meets FCC requirements.

From July 5 to September 29, Universal Sports fulfilled its core programming requirements with E/I programming of Planet X. Each episode of the series is thirty minutes in length and is aimed at junior high school students, 13 – 16 years of age.

The regularly scheduled time period in third quarter 2010 for our E/I programming was Monday, Tuesday and Wednesday 10:00 am – 11:00 am eastern time. There was one live event exception where E/I Programming did not air during its regular schedule. Below are the details.

We aired the Vuelta a Espana live from August 28th – September 19th. Therefore, we moved E/I programming from 10:00 AM – 11:00 AM EST to 1:00 PM – 2:00 PM EST for the weeks of August 30th, September 6th & 13th.

Below is the crawl in bold that aired during our E/I programming window (Monday – Wednesday 10:00 AM – 11:00 AM EST) for the weeks of August 30th, September 6th and 13th. The crawl aired twice between 10:00 AM – 10:30 AM EST. & twice between 10:30 AM – 11:00 AM EST during these three weeks.

Due to our live coverage of the Vuelta a Espana from Saturday, August 28th – Sunday, September 19th, we are moving E/I Programming from its regularly scheduled time of 10:00 AM – 11:00 AM EST to 1:00 PM – 2:00 PM EST for the weeks of August 30th, September 6th and September 13th. E/I Programming will return to its regularly scheduled time of 10:00 AM - 11:00 AM EST. on Monday, September 20th.

All relevant E/I Programming information is included in this document.

Please let me know if you have any questions.

Thanks,
Brian Smejkal
Children's Programming Liaison
Universal Sports

E/I Programming Descriptions

PLANET X

4SH08281 Push Games
4SH08282 Bustin Down the Door
4SH08283 Oz Summer 3
4SH08284 Dewey Beach
4SH08285 Into the Wild
4SH08286 JSP Free Ski -08
4SH08287 JSP Mt. Board-06
4SH08288 Andy Mac
4SH08289 Oz Summer 1
4SH08291 Masters and Apprentices
4SH08292 Nirvana 3
4SH08293 Bad Boy - Jet Ski South African Adventure
4SH08294 Junior Games - Part 1
4SH08295 Junior Games - Part 2
4SH08296 Junior Games - Part 3
4SH08297 Junior Games - Part 4
4SH08298 Junior Games - Part 5
4SH08299 Junior Games - Part 6
4SH08301 Teva Games
4SH08302 Extremity Games
4SH08303 Bali Surf
4SH08304 Boarder 1
4SH08305 Boarder 2
4SH08307 Horse Jumping Special
4SH08308 Best of OZ Winter 1
4SH08309 Best of OZ Winter 2
4SH09611 Board Up
4SH09612 Icer X 1
4SH09613 Icer X 2
4SH09614 PX Rail 1
4SH09615 PX Rail 2
4SH09616 PX Rail 3
4SH09617 PX Rail 4
4SH09618 PX Rail 5
4SH09621 PX Pi Phi
4SH09623 PX Wake 8
4SH09624 PX Wake 11
4SH09625 PX Wake 12
4SH09626 PX Wake 13
4SH09627 PX Wake 14
4SH09628 Artic Circle
4SH09629 Oz Summer 4
4SH09631 New Zealand

4SH08281 Push Games – We follow 20 everyday competitors into the ultimate action sports endurance event – six sports all in one long day (snowboarding, moto-x, skateboarding, wakeboarding, mountain biking and surfing).

4SH08282 Bustin Down the Door – Guest Host Peter “PT” Townend hangs out with surfing legends Shaun Tomson and Mark Richards and their epic surfing documentary film, “Busting Down the Door” that covers the young days of pro surfing in Hawaii amongst a violent North Shore season.

4SH08283 Oz Summer 3 – Planet X’s own Summer Games with action sports competition from Melbourne, Australia.

4SH08284 Dewey Beach – Planet X covers Delaware beach sports action in style with highlights of the Toyota Pro Beach Volleyball tour and a local skimboard event.

4SH08285 Into the Wild – Planet X follows a crew of pro women surfers on an exotic surf trip.

4SH08286 JSP Free Ski -08 – We go to Aspen Snowmass for a wild pro ski event.

4SH08287 JSP Mt. Board-06 – We hit Aspen Snowmass for a mountain bike and mountain boarding event – dirt sports at their best.

4SH08288 Andy Mac – Pro skateboard legend Andy MacDonald guests hosts for Planet X in the studio with a mix of action sports content.

4SH08289 Oz Summer 1 - is Planet X Summer Games programming featuring a multi-sports events series from Australia

4SH08291 Masters and Apprentices - A surf adventure in the South Pacific

4SH08292 Nirvana 3 – A group of pro surfers hit the best waves of the South Pacific.

4SH08293 Bad Boy - Jet Ski South African Adventure – wave jumping and more.

4SH08294 Junior Games - Part 1 – Planet X’s junior event series with skate and BMX – From different Aussie skate parks.

4SH08295 Junior Games - Part 2 - Planet X's junior event series with skate and BMX – From different Aussie skate parks.

4SH08296 Junior Games - Part 3 - Planet X’s junior event series with skate and BMX – From different Aussie skate parks.

4SH08297 Junior Games - Part 4 - Planet X’s junior event series with skate and BMX – From different Aussie skate parks.

4SH08298 Junior Games - Part 5 - Planet X's junior event series with skate and BMX
– From different Aussie skate parks.

4SH08299 Junior Games - Part 6 - Planet X's junior event series with skate and BMX
– From different Aussie skate parks.

4SH08301 Teva Games – Coverage of the Teva Mountain Games in Colorado with mountain sports like kayaking, climbing and mountain biking.

4SH08302 Extremity Games – We cover this amazing disabled sports based extreme games event with all sorts of sports (from Orlando, FL).

4SH08303 Bali Surf – The best in pro surfing and local culture in Bali, Indonesia.

4SH08304 Boarder 1 – We feature the triathlon of board sports (surf, skate and snowboard). Part One.

4SH08305 Boarder 2 - We feature the triathlon of board sports (surf, skate and snowboard). Part Two.

4SH08307 Horse Jumping Special – We cover City League events all along the Eastern USA for the ultimate in pro horse jumping (truly extreme and unique).

4SH08308 Best of OZ Winter 1 - We go to the Planet X Winter Games in New South Wales, Australia for a wild mix of winter sports action including snowboarding, skiing, snowbike racing and more. We also get to hang out with the pro athletes who give us an insight on their racing careers, their training, life on the tour and more (Part One).

4SH08309 Best of OZ Winter 2 - We go to the Planet X Winter Games in New South Wales, Australia for a wild mix of winter sports action including snowboarding, skiing, snowbike racing and more. We also get to hang out with the pro athletes who give us an insight on their racing careers, their training, life on the tour and more (Part Two).

4SH09611 Board Up - We go to Miami, Florida for the premier wakeboarding event, the Board Up. In addition to world class wakeboarding competition from the pro men's and women's competition, we also get tips on the sport from key top pros as well as insight on the athletes, on tour, the sport and more.

4SH09612 Icer X 1 - We go to downtown San Francisco for a truly unique ski and snowboard downhill event --- snow in the Bay Area. In addition to amazing action,

we spend quality time with the athletes with key insight of their sport, their training, life as a pro athlete and more (part one).

4SH09613 Icer X 2 - We go to downtown San Francisco for a truly unique ski and snowboard downhill event --- snow in the Bay Area. In addition to amazing action, we spend quality time with the athletes with key insight of their sport, their training, life as a pro athlete and more (part two).

4SH09614 PX Rail 1 - We hit the road for the Campus Rail Jam Tour with top pro skiers and snowboarders with stops at ten major colleges including University of Arizona, UCSD, Oregon State and other campuses. We get to see the colleges first hand in each of our five special episodes of Planet X TV plus fun adventures with our athletes in the nearby areas of each campus. In addition to learning each campus we also get to hang out with the athletes with an unique perspective of their time as athletes, on tour and more (Part One).

4SH09615 PX Rail 2 - We hit the road for the Campus Rail Jam Tour with top pro skiers and snowboarders with stops at ten major colleges including University of Arizona, UCSD, Oregon State and other campuses. We get to see the college's first hand in each of our five special episodes of Planet X TV plus fun adventures with our athletes in the nearby areas of each campus. In addition to learning each campus we also get to hang out with the athletes with a unique perspective of their time as athletes, on tour and more (Part Two).

4SH09616 PX Rail 3 - We hit the road for the Campus Rail Jam Tour with top pro skiers and snowboarders with stops at ten major colleges including University of Arizona, UCSD, Oregon State and other campuses. We get to see the college's first hand in each of our five special episodes of Planet X TV plus fun adventures with our athletes in the nearby areas of each campus. In addition to learning each campus we also get to hang out with the athletes with a unique perspective of their time as athletes, on tour and more (Part Three).

4SH09617 PX Rail 4 - We hit the road for the Campus Rail Jam Tour with top pro skiers and snowboarders with stops at ten major colleges including University of Arizona, UCSD, Oregon State and other campuses. We get to see the college's first hand in each of our five special episodes of Planet X TV plus fun adventures with our athletes in the nearby areas of each campus. In addition to learning each campus we also get to hang out with the athletes with a unique perspective of their time as athletes, on tour and more (Part Four).

4SH09618 PX Rail 5 - We hit the road for the Campus Rail Jam Tour with top pro skiers and snowboarders with stops at ten major colleges including University of Arizona, UCSD, Oregon State and other campuses. We get to see the colleges first hand in each of our five special episodes of Planet X TV plus fun adventures with our athletes in the nearby areas of each campus. In addition to learning each campus we also get to hang out with the athletes with an unique perspective of their time as athletes, on tour and more (Part Five).

4SH09621 PX Pi Phi - We work with the Pi Phi Fraternity and their annual pro / am surfing event in San Diego with proceeds supporting the First Book charity that gives much needed text books to schools and kids that need them. This special show goes into the competition, the athletes and more with a great mix of action and insight.

4SH09623 PX Wake 8 - We hit the shores of Australia with an amazing mix of pro wakeboard competition down under, athlete profiles, adventure travel and more. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 08).

4SH09624 PX Wake 11 - We hit the shores of Australia with an amazing mix of pro wakeboard competition down under, athlete profiles, adventure travel and more. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 11).

4SH09625 PX Wake 12 - We hit the shores of Australia with an amazing mix of pro wakeboard competition down under, athlete profiles, adventure travel and more. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 12).

4SH09626 PX Wake 13 - We hit the shores of Australia with an amazing mix of pro wakeboard competition down under, athlete profiles, adventure travel and more. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 13).

4SH09627 PX Wake 14 - We hit the shores of Australia with an amazing mix of pro wakeboard competition down under, athlete profiles, adventure travel and more. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 14).

4SH09628 Arctic Circle - A group of extreme surfers head off to the frozen waters of the Arctic for a wild adventure travel showcase full of action, local culture, scenery, geography and more.

4SH09629 Oz Summer 4 - We cover the Planet X Summer Games in Melbourne, Australia for a wild mix of action sports including skateboarding, BMX, wakeboarding and other summer sports. We also get to hang out with the pro athletes who give us an insight on their sports careers, their training, life on the tour and more (Part 04).

4SH09631 New Zealand - A group of extreme skiers head off to the mountains of New Zealand for a wild adventure travel showcase full of action, local culture, scenery, geography and more.

Educational and Informational Programming

What is E/I Programming?

Educational and informational television programming is programming that furthers the educational and informational needs of children 16 years of age and under in any respect, including the child's intellectual or social needs and that also satisfies the following criteria:

1. The programming must have a significant purpose. Education need not be the only one. That purpose must serve the needs of children ages 16 and under.
2. Commercial broadcasters must provide the educational and informational objective of core programming in writing. The report will indicate a specific target age group for core programs.
3. Core programming is scheduled from Monday - Wednesday from 10:00 AM – 11:00 AM EST.
4. The program must be regularly scheduled so that it can be published in program guides consistently.
5. The program must be of a substantial length – 30 minutes or more.
6. Quarterly reporting of the schedule and hours of E/I programming to the FCC is required.
7. If E/I programming is preempted, written notice is necessary to identify where and why the E/I programming was preempted.
8. The program must be identified as specially designed to educate and inform children by the display on the television screen throughout the program of the E/I symbol.

Example of E/I Programming

Planet X provides young viewers a television show that meets core requirements of the FCC as follows:

Planet X is an E/I video sports and fitness based TV series for children 13 - 16 years old. Each episode mixes action & extreme sports content within a balanced and well produced program that features (1) inspiring sports & fitness themes, angles and stories, (2) informational and educational elements on sports training tips from athletes, (3) information on how to get involved in dozens of sports and fitness programs, coverage of sports and products from an insider's perspective, (4) regular travel and cultural experiences via foreign adventure feature shows all around the world and much more!

Topics covered each week include health & fitness, world and local travel and culture, ocean ecology and numerous sports angles including events, training, tips, athletes, lifestyle and more.

Program Name	Episode Title	Air Date	Air Time (EST.)	Legnth	Episode Number
E/I Programming - Planet X	Jr Games Part 1	07/05/2010	10:00 AM	00:30:00	4SH08294
E/I Programming - Planet X	Jr Games Part 2	07/05/2010	10:30 AM	00:30:00	4SH08295
E/I Programming - Planet X	Jr Games Part 3	07/06/2010	10:00 AM	00:30:00	4SH08296
E/I Programming - Planet X	Jr Games Part 4	07/06/2010	10:30 AM	00:30:00	4SH08297
E/I Programming - Planet X	Jr Games Part 5	07/07/2010	10:00 AM	00:30:00	4SH08298
E/I Programming - Planet X	Jr Games Part 6	07/07/2010	10:30 AM	00:30:00	4SH08299
E/I Programming - Planet X	Teva Games	07/12/2010	10:00 AM	00:30:00	4SH08301
E/I Programming - Planet X	Extremity Games	07/12/2010	10:30 AM	00:30:00	4SH08302
E/I Programming - Planet X	Bali Surf	07/13/2010	10:00 AM	00:30:00	4SH08303
E/I Programming - Planet X	Boarder 1	07/13/2010	10:30 AM	00:30:00	4SH08304
E/I Programming - Planet X	Boarder 2	07/14/2010	10:00 AM	00:30:00	4SH08305
E/I Programming - Planet X	Horse Jumping Special	07/14/2010	10:30 AM	00:30:00	4SH08307
E/I Programming - Planet X	Push Games	07/19/2010	10:00 AM	00:30:00	4SH08281
E/I Programming - Planet X	Bustin Down the Door	07/19/2010	10:30 AM	00:30:00	4SH08282
E/I Programming - Planet X	Oz Summer 3	07/20/2010	10:00 AM	00:30:00	4SH08283
E/I Programming - Planet X	Dewey Beach	07/20/2010	10:30 AM	00:30:00	4SH08284
E/I Programming - Planet X	Into the Wild	07/21/2010	10:00 AM	00:30:00	4SH08285
E/I Programming - Planet X	JSP Free ski-08	07/21/2010	10:30 AM	00:30:00	4SH08286
E/I Programming - Planet X	JSP Mt. Board-06	07/26/2010	10:00 AM	00:30:00	4SH08287
E/I Programming - Planet X	Andy Mac	07/26/2010	10:30 AM	00:30:00	4SH08288
E/I Programming - Planet X	Oz Summer 1	07/27/2010	10:00 AM	00:30:00	4SH08289
E/I Programming - Planet X	Masters and Apprentices	07/27/2010	10:30 AM	00:30:00	4SH08291
E/I Programming - Planet X	Nirvana 3	07/28/2010	10:00 AM	00:30:00	4SH08292
E/I Programming - Planet X	Bad Boy Jet Ski S. Africa Adventure	07/28/2010	10:30 AM	00:30:00	4SH08293
E/I Programming - Planet X	Jr Games Part 1	08/02/2010	10:00 AM	00:30:00	4SH08294
E/I Programming - Planet X	Jr Games Part 2	08/02/2010	10:30 AM	00:30:00	4SH08295
E/I Programming - Planet X	Jr Games Part 3	08/03/2010	10:00 AM	00:30:00	4SH08296
E/I Programming - Planet X	Jr Games Part 4	08/03/2010	10:30 AM	00:30:00	4SH08297
E/I Programming - Planet X	Jr Games Part 5	08/04/2010	10:00 AM	00:30:00	4SH08298
E/I Programming - Planet X	Jr Games Part 6	08/04/2010	10:30 AM	00:30:00	4SH08299
E/I Programming - Planet X	Teva Games	08/09/2010	10:00 AM	00:30:00	4SH08301
E/I Programming - Planet X	Extremity Games	08/09/2010	10:30 AM	00:30:00	4SH08302
E/I Programming - Planet X	Bali Surf	08/10/2010	10:00 AM	00:30:00	4SH08303
E/I Programming - Planet X	Boarder 1	08/10/2010	10:30 AM	00:30:00	4SH08304
E/I Programming - Planet X	Boarder 2	08/11/2010	10:00 AM	00:30:00	4SH08305
E/I Programming - Planet X	Horse Jumping Special	08/11/2010	10:30 AM	00:30:00	4SH08307
E/I Programming - Planet X	Push Games	08/16/2010	10:00 AM	00:30:00	4SH08281
E/I Programming - Planet X	Bustin Down the Door	08/16/2010	10:30 AM	00:30:00	4SH08282
E/I Programming - Planet X	Oz Summer 3	08/17/2010	10:00 AM	00:30:00	4SH08283
E/I Programming - Planet X	Dewey Beach	08/17/2010	10:30 AM	00:30:00	4SH08284
E/I Programming - Planet X	Into the Wild	08/18/2010	10:00 AM	00:30:00	4SH08285
E/I Programming - Planet X	JSP Free ski-08	08/18/2010	10:30 AM	00:30:00	4SH08286
E/I Programming - Planet X	JSP Mt. Board-06	08/23/2010	10:00 AM	00:30:00	4SH08287
E/I Programming - Planet X	Andy Mac	08/23/2010	10:30 AM	00:30:00	4SH08288
E/I Programming - Planet X	Oz Summer 1	08/24/2010	10:00 AM	00:30:00	4SH08289
E/I Programming - Planet X	Masters and Apprentices	08/24/2010	10:30 AM	00:30:00	4SH08291
E/I Programming - Planet X	Nirvana 3	08/25/2010	10:00 AM	00:30:00	4SH08292
E/I Programming - Planet X	Bad Boy Jet Ski S. Africa Adventure	08/25/2010	10:30 AM	00:30:00	4SH08293
E/I Programming - Planet X	Jr Games Part 1	08/30/2010	1:00 PM	00:30:00	4SH08294
E/I Programming - Planet X	Jr Games Part 2	08/30/2010	1:30 PM	00:30:00	4SH08295
E/I Programming - Planet X	Jr Games Part 3	08/31/2010	1:00 PM	00:30:00	4SH08296
E/I Programming - Planet X	Jr Games Part 4	08/31/2010	1:30 PM	00:30:00	4SH08297
E/I Programming - Planet X	Jr Games Part 5	09/01/2010	1:00 PM	00:30:00	4SH08298
E/I Programming - Planet X	Jr Games Part 6	09/01/2010	1:30 PM	00:30:00	4SH08299
E/I Programming - Planet X	Teva Games	09/06/2010	1:00 PM	00:30:00	4SH08301
E/I Programming - Planet X	Extremity Games	09/06/2010	1:30 PM	00:30:00	4SH08302
E/I Programming - Planet X	Bali Surf	09/07/2010	1:00 PM	00:30:00	4SH08303
E/I Programming - Planet X	Boarder 1	09/07/2010	1:30 PM	00:30:00	4SH08304
E/I Programming - Planet X	Boarder 2	09/08/2010	1:00 PM	00:30:00	4SH08305
E/I Programming - Planet X	Horse Jumping Special	09/08/2010	1:30 PM	00:30:00	4SH08307
E/I Programming - Planet X	Push Games	09/13/2010	1:00 PM	00:30:00	4SH08281
E/I Programming - Planet X	Bustin Down the Door	09/13/2010	1:30 PM	00:30:00	4SH08282
E/I Programming - Planet X	Oz Summer 3	09/14/2010	1:00 PM	00:30:00	4SH08283
E/I Programming - Planet X	Dewey Beach	09/14/2010	1:30 PM	00:30:00	4SH08284
E/I Programming - Planet X	Into the Wild	09/15/2010	1:00 PM	00:30:00	4SH08285
E/I Programming - Planet X	JSP Free ski-08	09/15/2010	1:30 PM	00:30:00	4SH08286
E/I Programming - Planet X	JSP Mt. Board-06	09/20/2010	10:00 AM	00:30:00	4SH08287
E/I Programming - Planet X	Andy Mac	09/20/2010	10:30 AM	00:30:00	4SH08288

E/I Programming - Planet X	Oz Summer 1	09/21/2010	10:00 AM	00:30:00	4SH08289
E/I Programming - Planet X	Masters and Apprentices	09/21/2010	10:30 AM	00:30:00	4SH08291
E/I Programming - Planet X	Nirvana 3	09/22/2010	10:00 AM	00:30:00	4SH08292
E/I Programming - Planet X	Bad Boy Jet Ski S. Africa Adventure	09/22/2010	10:30 AM	00:30:00	4SH08293
E/I Programming - Planet X	Best of Oz Winter 1	09/27/2010	10:00 AM	00:30:00	4SH08308
E/I Programming - Planet X	Best of Oz Winter 2	09/27/2010	10:30 AM	00:30:00	4SH08309
E/I Programming - Planet X	Board Up	09/28/2010	10:00 AM	00:30:00	4SH09611
E/I Programming - Planet X	Icer X 1	09/28/2010	10:30 AM	00:30:00	4SH09612
E/I Programming - Planet X	Icer X 2	09/29/2010	10:00 AM	00:30:00	4SH09613
E/I Programming - Planet X	PX Rail 1	09/29/2010	10:30 AM	00:30:00	4SH09614

**Untamed Sports Television Network Quarterly Certificate on Compliance with
Commercial Limits In Children Programming**

General Compliance

During the prior quarter ending September 30, 2010 the Untamed Sports Television Network broadcast the following program, which was originally produced and broadcast for an audience of children 12 years of age and under: Gina D Kids Club.

This is to certify that the commercial matter broadcast during the time periods within the programs listed above did not exceed 10.5 minutes per hour for weekends and no more than 12 minutes per hour for weekdays.

Instances of Non-Compliance

Program	Airdate & Time	Excess Commercial Matter
NONE	NONE	NONE

Signed this date of October 5, 2010

W. Sattgins Sr. V.P. Olympus/Untamed Sports Network
(Name and Title)

Untamed Sports

The following regularly-scheduled Educational and Informational programs aired on the _Untamed Sports Network for the period of Third Quarter 2010. Each Station is responsible for adjustments for local preemptions, rollovers and recording Regional/Station preemptions (as applicable).

A. Identify Publishers Responsive to Questions 9a and 9b

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B. "Core" Programming Responsive To Question 10

<u>Title of Program 1</u> : Gina D Kids Club		<u>Origination</u> Network	
<u>Days/Times Program Regularly Scheduled:</u> Monday, 3 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 2 years to 6 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> In these days of uncertainty and often times questionable role models, Gina and her crew set the standard and present examples which help the young viewer to learn and repeat socially positive behaviors. Gina is an excellent role model who is warm and honest. An unbeatable combination designed to reassure and teach. Topics that are addressed include the nature of sound, Safety, and defining parts of the day. All topics are treated with appropriate educational seriousness but still they are able to retain the humor and charm which captivates and entertains children.			
Does the Licensee identify the program by displaying throughout the program the symbol E/I? Yes			

<u>Title of Program 2</u> : Kids Cooking for Kids		<u>Origination</u> Network	
<u>Days/Times Program Regularly Scheduled:</u> Monday, 3:30 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 13 years to 16 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> This program provides CORE programming in the area of cooking, nutrition, exercise, and community			

involvement. Mike and Will bring cooking to a young audience who can easily relate to, not just one, but two of their own. Being able to cook is a great way for kids to contribute to the family, as well as giving them a sense of pride and accomplishment.

Does the Licensee identify the program by displaying throughout the program the symbol E/I? Yes

<u>Title of Program 3</u> : BETA Records TV		<u>Origination Network</u>	
<u>Days/Times Program Regularly Scheduled:</u> Wednesday, 3:30 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 13 years to 16 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> Making choices in life is an ongoing subject. A challenge faced by all teens in this category. BETA Records TV provides a good impetus for Teens being committed to their music education – giving them the ability to get scholarships, and a good positive medium for reaching their career goals.			
Does the Licensee identify the program by displaying throughout the program the symbol E/I? Yes			

<u>Title of Program 4</u> : Kids Sports News Network		<u>Origination Network</u>	
<u>Days/Times Program Regularly Scheduled:</u> Wednesday, 4 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 13 years to 16 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> Positive role models for our youth are a necessity. Through the use of live coverage's and spotlights, this program's mission contributes to the fulfillment of these personal and social requirements. KSNM's successful programming reinforces the existence of positive behaviors, actions and actual life experiences of peer role models – children to children. Through the producers' informational and real life productions, they create a very healthy format to pass their knowledge and appreciation of the importance of physical growth, sportsmanship, and positive social rewards.			
Does the Licensee identify the program by displaying throughout the program the symbol E/I? Yes			

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<u>Title of Program 5</u> : Planet X		<u>Origination Network</u>	
<u>Days/Times Program Regularly Scheduled:</u> Wednesday, 4:30 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 13 years to 16 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> Planet X serves the educational and informational needs of 13 -16 years of age with its program content including safety tips, in-the-field experiences of professional and amateur athletes participating in extreme and action sports around the world. These are also many humanitarian efforts featured on the show, including highlights of disabled athletes participating in and teaching others about a physically challenged world.			
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes	

<u>Title of Program 6</u> : 3 Wide Life		<u>Origination Network</u>	
<u>Days/Times Program Regularly Scheduled:</u> Wednesday 5 PM ET	Total times aired at regularly scheduled time: 13	Number of Preemptions: 0	If preempted, Complete Preemptions Report:
<u>Length of Program:</u> 30 (minutes)			
<u>Age of Target Child Audience:</u> from 13 years to 16 years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u> : 3 Wide Life meets the educational and information needs of children 13 years and older by providing the audience with the opportunity to learn about the inner workings including the challenges met and lessons learned while competing in motor sports. This program looks at current NASCAR teams, crew members, business personnel and drivers who share their experiences, advice, and stories, educating teens and providing an in-depth look at the hard work and dedication it takes to achieve their goals.			
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes	

<u>Title of Program 7 :</u>		<u>Origination</u>	
<u>Days/Times Program Regularly Scheduled:</u>	<u>Total times aired at regularly scheduled time:</u>	<u>Number of Preemptions:</u> 0	<u>If preempted, Complete Preemptions Report:</u>
<u>Length of Program:</u> (minutes)			
<u>Age of Target Child Audience:</u> from _____ years to _____ years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			
Does the Licensee identify the program by displaying throughout the program the symbol E/I?			

<u>Title of Program 8 :</u>		<u>Origination</u>	
<u>Days/Times Program Regularly Scheduled:</u>	<u>Total times aired at regularly scheduled time:</u>	<u>Number of Preemptions:</u> 0	<u>If preempted, Complete Preemptions Report:</u>
<u>Length of Program:</u> (minutes)			
<u>Age of Target Child Audience:</u> from _____ years to _____ years.			
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			
Does the Licensee identify the program by displaying throughout the program the symbol E/I?			

C. PREEMPTION REPORT

PREEMPTION REPORT

Complete the chart below for each core program listed in Question 10 of FCC Form 398 that was preempted during the past three months. You must indicate all local/regional preemptions accordingly.

<u>Title of Program:</u>		
<u>Total Times Aired*</u>	<u>Number of Preemptions for other than Breaking News</u>	<u>Number of Preemptions Rescheduled</u>
<i>*Total Times Aired is total times aired</i>		

at regularly scheduled time plus Number of Preemptions Rescheduled		
Date Preempted/Episode #	If rescheduled, Date and Time Rescheduled	Is the rescheduled date the second home? _____ Yes _____ No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? _____ Yes _____ No		
Reason for Preemption:		
News _____ Public Interest _____ Sports _____ Non-breaking _____ Other		

D. OTHER MATTERS

OTHER MATTERS

Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

<u>Title of Program 1 :</u>			<u>Origination</u>
<u>Days/Times Program Regularly Scheduled:</u>	Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 2 :</u>			<u>Origination</u>
Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years	
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 3 :</u>			<u>Origination</u>
Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years	
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 1 :</u>			<u>Origination</u>
Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years	
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 4 :</u>			<u>Origination</u>
Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years	
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 5 :</u>			<u>Origination</u>
Total times to be aired:	Length of Program: (minutes)	<u>Age of Target Child Audience:</u> _____ years to _____ years	
<u>Describe the educational and informational objective of the program and how it meets the definition of Core Programming:</u>			

<u>Title of Program 6 :</u>			<u>Origination</u>
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Total times to be aired:	Length of Program: (minutes)	Age of Target Child Audience: _____ years to _____ years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming:			

Title of Program 7 :			Origination
Total times to be aired:	Length of Program: (minutes)	Age of Target Child Audience: _____ years to _____ years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming:			

Title of Program 8 :			Origination
Total times to be aired:	Length of Program: (minutes)	Age of Target Child Audience: _____ years to _____ years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming:			